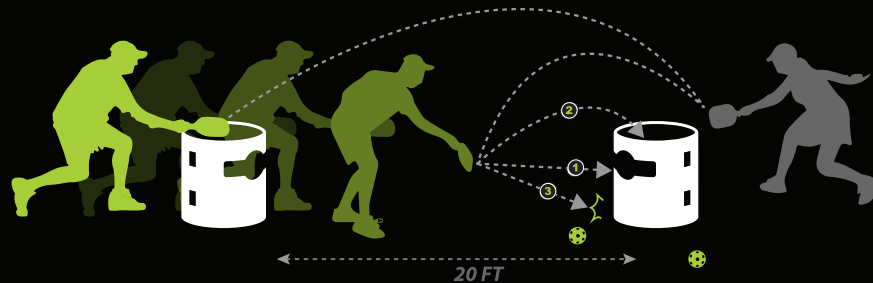


Point Scoring

- 1 Instant Win** When the server rockets the ball through the front opening for an instant win.
- 2 Dunk 3 points** When the server sinks the ball in the top of the goal.
- 3 Dinger 1 points** When the server hits the side of the goal with the ball.



PICKLEBALL KAN JAM

Thank you for your purchase of Kan Jam!

Be sure to head to our website (www.kanjam.com/register) to register your product and sign-up for new product releases, event information and more!

Like, follow, and tag @kanjam on Instagram and Facebook for chances to connect with other fans and have a chance to be featured on our social channels!

Thanks again for being a loyal fan of KJ.

Team Kan Jam

Storage

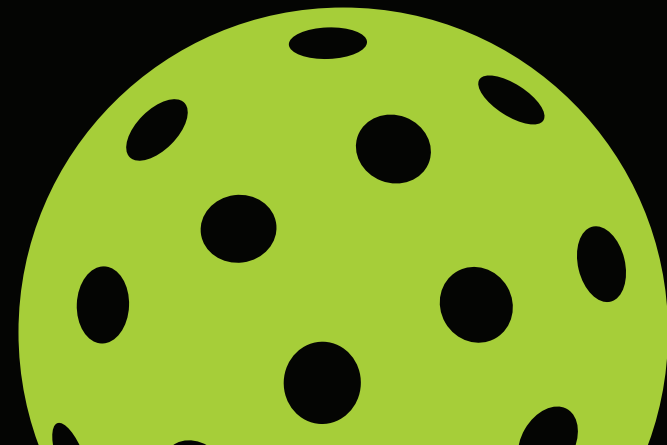
Dissemble the Kan Jam Goals by carefully unlocking the tabs. Store the for goals and Pickleball accessories in the mesh carry bag included in your set.

Gameplay Alternatives

Here are some suggestions for gameplay alternatives!

- To make the game easier, try playing without the stealing aspect until you are comfortable with scoring.
- For a more challenging game, increase the distance between the goals from 20 to 25 feet.

www.kanjam.com



Set up

Kan Jam Pickleball set includes four pickleball paddles, two Kan Jam Pickleball goals, three pickleball balls, and a carry bag.

Step 1: Lay the front goal section with the instant win slot facing up. Carefully attach the "Kan Jam Pickleball" and the Pickle decal label like shown in below image. (Fig. 1).

Step 2: To attach the goal pieces together, lay the front and back goal pieces side by side (Fig. 1). Insert the tabs from the outside to the inside of the goal (Fig. 2). Once all three tabs are connected on one side of the goal, curl the goal into a cylinder shape and attach the remaining tabs on the other side (Fig. 3). Repeat for the second goal set.



(Fig.1)



(Fig. 2)



(Fig. 3)

Playing Area

The goals should be placed 15-20 feet apart from each other, with the instant win slots facing each other. Like in Kan Jam and Cornhole, Each team consists of two players, with one player from each team standing at each goal. Each player gets a paddle to play the game. The space between the goals is called the court. Kan Jam Pickleball is perfect for indoor and outdoor play. Play Kan Jam Pickleball outdoors on any hard surface like driveway, Basketball court or Pickleball court. You can even play Kan Jam Pickleball on the grass or sand by eliminating the bounce / steal rule!

Game Play

1. Flip a coin to decide which team serves first. The serving team has the chance to score first.
2. The serving player must use an underhand serve, with the paddle not coming up past their waist. The teammate at the opposite goal then hits the ball back towards the server, who moves up the court to receive the rally and send the ball towards the scoring goal.
3. To score, there must be three hits: the serve to the teammate on the opposite side, the teammate rallying it back to the server, and the server hitting the ball towards the goal. Scoring on a steal is also possible if the opposing team misses the goal entirely.
4. If the ball hits the outside the goal, it counts for 1 point. If it lands through the top of the goal, it counts for 3 points. Even if the ball lands inside the goal and bounces out, it still counts for 3 points.
5. If the serving player misses the goal entirely, the opposing team can attempt to steal the ball on the bounce. To score on the steal, there are only 2 hits needed: the defending player hits the ball that missed back towards their teammate, who then hits the ball towards the goal to score. If the ball misses again, it is considered a dead ball.

Rules

- Server cannot step in front of the Kan Jam Goal on a serve and can only move up after the ball has been served and is in the air.
- Receiving player must rally the ball from behind or to the side of the goal and cannot step in front of the goal to receive the serve.
- Scoring can only happen on the third hit of the ball during a team's turn. Players must serve and rally back before attempting to hit the ball into the goal.
- Opposing players can only steal the ball after it has bounced and missed the target. If the ball has bounced in and out of the target, it is considered a dead ball.
- Game play should follow one direction, counterclockwise, and teams should alternate serves.