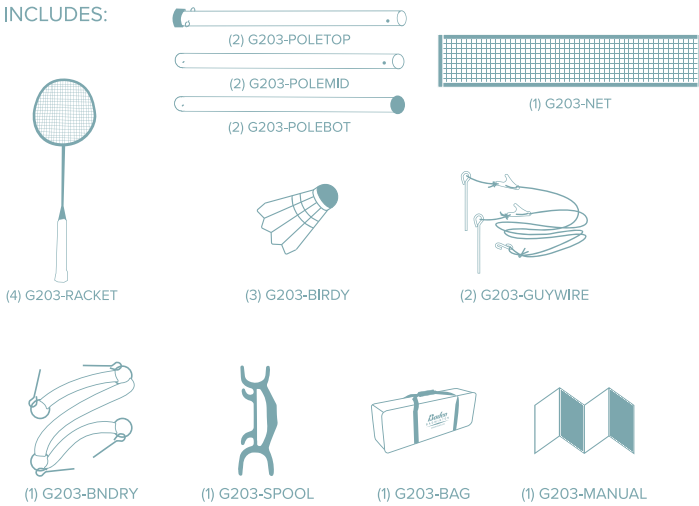
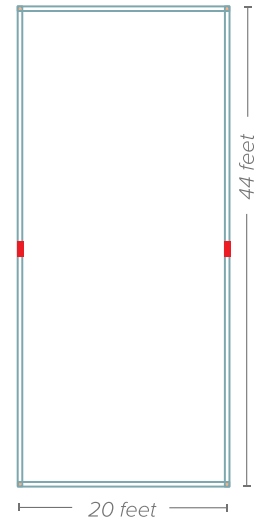


SET INCLUDES:



Assembly

1. Place the boundary line (G203-BNDRY) down to create your 20' x 44' court.



Assembly (cont.)

- There are markers that divide the court in half. This will be where the net and poles go. Unroll the net (G203-NET) and spread across the court between the two markers.
- Connect the top pole (G203-POLETOP) to the middle pole (G203-POLEMID), locking into place with the push button. For badminton leave out the middle pole.
- Before attaching the bottom pole sections, slide the side sleeve of the net onto the connected poles from the bottom ensuring the Baden logo is across the top. Push the net all the way up to the eyebolt.

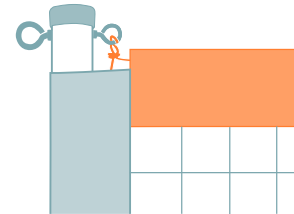


Assembly (cont.)

5. Connect each bottom pole (G203-POLEBOT) to the connected poles and lock into place with the push button.



6. Tie the net onto the eye hook at the top of the pole to hold it in place.



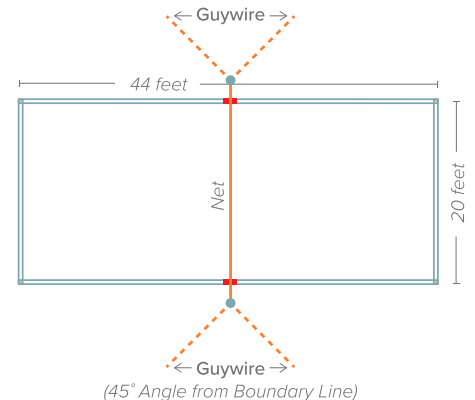
Assembly (cont.)

7. Hook the guywire (G203-GUYWIRE) to the eye hook. Have one person hold one of the poles upright along boundary.



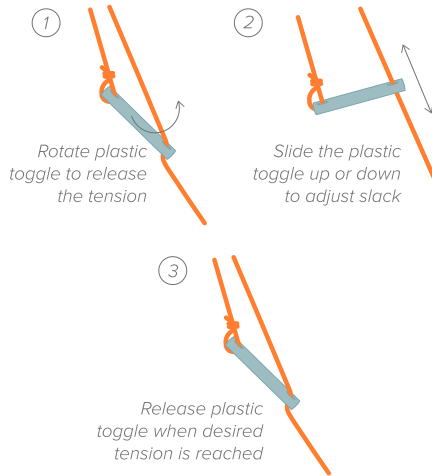
Assembly (cont.)

8. Pull the guywire lines out at a 45 degree angle and hammer the stakes into the ground.

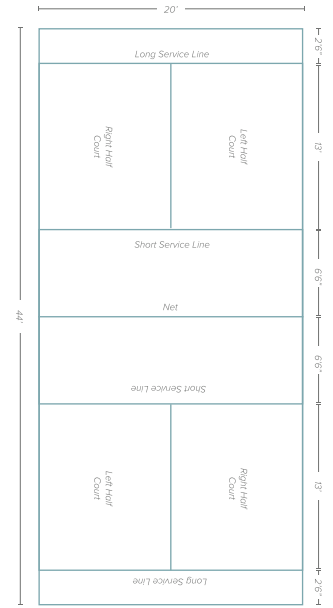


Tip: Shorten the guywire as needed based on available space prior to pushing stakes into the ground.

Assembly (cont.)



Court Diagram



Faults

- If the shuttlecock is served overhand.
- If the shuttlecock is served from higher than the server's waist.
- If the shuttlecock is not served by striking the ball end.
- If the shuttlecock is hit into the net or out of bounds.
- If a player or team hits the shuttlecock twice in a row.
- If a player reaches over the net, except during a follow through.
- If the shuttlecock comes in contact with a player's body.

Players

- Singles:** 1 player per side
- Doubles:** 2 players per side

Playing the Game

One team may choose to serve first or choose the court end. The side that serves first is allowed one service to start the game. Each team receives two serves thereafter.

Serves must be underhand.

Players serve from the right half court when their score is 0 or an even number and from left court when their score is an odd number.

A serve is lost if a player makes a fault when serving. If the receiver makes a fault, the server receives a point and continues the serve.

Scoring

- The winner is the team that wins the best of 3 games.
- A team wins a rally when the shuttle is hit over the net onto the opponent's floor/ground.
- Rally Scoring**
- A point is awarded whenever a team wins a rally, and that team gains control of the serve.
- Play each game to 21 points.

Scoring

Service Scoring

If the serving team wins a rally, they are awarded a point and may serve again.

If the receiving team wins a rally, they are not awarded any points, but gain control of the serve.

Play each game to 15 points.

Care Instructions

This set is designed to withstand the elements, but in order to maximize its life, this set should be stored in a cool dry place when not in use, preferably in the original bag.