

SET INCLUDES:



(1) G207-POLETOP



(1) G207-POLEMID



(1) G207-POLEBOT



(1) G207-BALL



(1) G207-POLEBASE

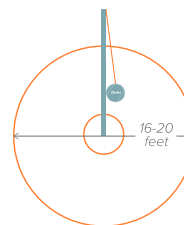


(1) G207-PUMP



(1) G207-MANUAL

Assembly

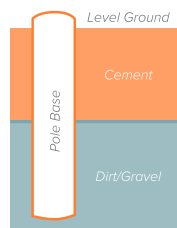


Note: Cement is required for proper installation of this product; it is not recommended to install the pole base without cement.

1. Designate an area with a 16-20' diameter for play.
2. Dig a hole in the center of the court area 1' deep and 18-24" in diameter. The pole base should protrude up to 1/2" above the surface.

Assembly (cont.)

3. Place the pole base in the hole and tightly pack up to half of the pole base with dirt and/or gravel. Fill the remainder of the hole with cement keeping the pole base at a 90° angle to the ground.



4. Connect the three pole pieces ensuring each piece locks into place.
5. Inflate the tetherball with the pump if necessary.
6. Hook the tetherball to the loop on the top pole.
7. Insert the pole into the pole base.

Assembly (cont.)

8. Adjust the rope length on the tetherball so the bottom of the ball sits 24" above the ground. Cut off excess rope after retying.

Alternative Setup: For additional support and stability, cement the pole directly into the ground without the Pole Base. **Note:** This will take away the portability of the pole and make it a permanent fixture.

Game Play

The player serving first can select a direction to hit the ball.

The receiving player hits the ball back in the opposite direction.

The objective is to hit the ball in your direction so the rope wraps completely around the pole.

Alternate Play: After serving, the server cannot touch the ball again until the rope is wrapped around the pole 4 times or the opponent touches the ball.

Scoring

One point is awarded to a player for wrapping the rope as far around the pole as it will go in his or her direction.

Penalties

If any of the following unintentional penalties occur, the game is paused, the ball is returned to where it was wrapped when the penalty occurred and the other player takes over the serve:

Crossing to the opponent's side

Double Hitting: Striking the ball more than once before it wraps around the pole or the opponent hits it

Hitting the ball with any part of the body other than the hands or arms

Holding or catching the ball

Touching or grabbing the rope



Penalties (cont.)

If a player grabs the pole or if a player commits three unintentional penalties in one game, that player loses the game.



Winning the Game

The player with the highest score after 7 games wins the series.