

POP-A-SHOT®

DUAL SHOT SPORT

ASSEMBLY INSTRUCTIONS



Model: PASDSS19-02 REV 7-8-21



support@popashot.net



www.popashot.net

The Fine Print

Warranty

As described in and as limited by this Warranty, Pop-A-Shot Enterprise, LLC (the "Company") warrants this product to be free from defects in workmanship and materials for a period of 180 days from the date of original purchase. The term defects shall mean any imperfections that impair the use of the product. The company reserves the right to request confirmation of proof of purchase when requesting parts or service in order to confirm that this product is within its warranty period and terms.

What is Covered:

Just about everything, but mainly defects in materials and workmanship. This warranty is void if the product is:

- Damaged through improper usage or storage, negligence, misuse, abuse, transportation damage, acts of nature, or accident (including failure to follow the instructions supplied with the product).
- Used in commercial applications, rentals or a commercial environment.
- Modified or repaired by anyone not authorized by the company.

What the Company Will Pay For:

- If any part or component of the product which is covered by this warranty is found by the company to be defective, the company will provide replacement parts without charge. The company's obligation to repair or replace the product or any portion of thereof, shall be limited to the original purchase price of the product.
- If during the warranty period, the product is found to be defective, the company will, at the company's option, repair, replace or make remuneration for the product (either the same or equivalent value) without charge.

To Obtain Warranty Service:

- You must return the original copy of your sales receipt to the company showing a purchase from an authorized retailer.
- You must email the company's customer service department at support@popashot.net to notify the company of the nature of the problem. Customer service is available Monday through Friday between the hours of 8:00am and 5:00 P.M. CST. At the company's option, replacement parts or a new product (either the same or equivalent value) will be sent to you at no charge.
- If you are instructed to return the product to the company for servicing, you are responsible for shipping the product, at your expense, to the address designated by the company in packaging that will protect against further damage.
- You must also include your name, address, daytime telephone number, product model number, and a description of the problem.
- The company will pay for any shipping charges to return the repaired or replaced product to you.

This warranty gives you specific legal rights, but you may also have other rights that vary from state to state.

If you have questions regarding this warranty or the operation of the product, please email us at support@popashot.net.

Some Warnings



This is not a toy. It is intended for use by or under the supervision of adults. Review all safety guidelines with children to avoid risk of electric shock or other injuries.



No children or pets in assembly area.
CHOKING HAZARD
This item contains small parts. Not suitable for children under 3 years old.



Do not use or keep product outdoors. For indoor use only. Wet or humid conditions will affect gameplay, appearance and longevity as well as void warranty.



Do not sit, stand, lean in to, or lean on your finished Pop-A-Shot.

STOP

PLEASE READ THIS PAGE

STOP

It'll only take a minute and will save you time!

BEFORE PUTTING TOGETHER YOUR GAME

We strongly recommend scanning the QR code here (or going to www.popashot.net/qr-dss) to visit the Dual Shot Sport Hub. Here you'll find a wealth of resources to get the most out of your game, including:

- 🏀 Registration form. Complete the form and your warranty will be extended an additional 180 days (so you'll be covered for a full year).
- 🏀 Assembly directions, videos and additional tips.
- 🏀 Troubleshooting help, both for assembling as well as playing your game.
- 🏀 The easiest way to contact our All-Star Support team with any questions.
- 🏀 Links to our social media channels (make sure to follow us!).
- 🏀 The Century Club, for those whose scores have hit 3 digits!



DURING ASSEMBLY

Now that you're ready to begin putting together your game, here are a few tips:

- 🏀 Remove all of the parts from the box and verify that you have all of them (as shown on the Parts list on pages 4-5). Keep an eye out for some of the smaller ones, like the rim nets.
- 🏀 Find a clean, level place to assemble your game.
- 🏀 We recommend working on a soft, non-marring surface such as carpet or the cardboard box your game came in.
- 🏀 Like most things in life, putting together a Pop-A-Shot is better with a friend. If you can't find someone to help the entire time, we'll point out those steps when two people are especially helpful.

If you do have any problems or questions during assembly or operation, please email support@popashot.net and we'll take care of them.

WHEN YOU'RE DONE

- 🏀 Please leave a review on Amazon or popashot.net and let others know how you like your game.
- 🏀 Share a video or photo of your home court. Tag us [@popashot](https://www.instagram.com/popashot) on Instagram to be entered to win a T-shirt.



DUAL SHOT SPORT PARTS

Instruction
Part ID#

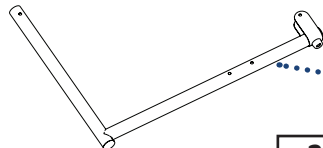
Part #

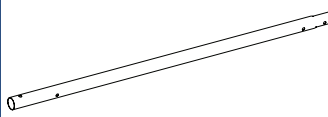
Step Used In

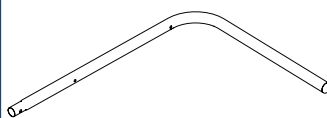
Part Name


Part Image

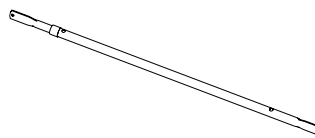
Part Quantity

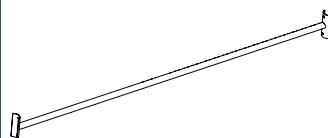
1 Base Tube

 DSS001 x2
STEP 1

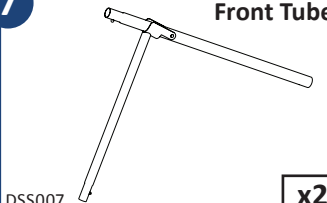
2 Vertical Tube

 DSS002 x2
STEP 2

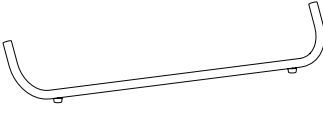
3 Top Elbow Tube

 DSS003 x2
STEP 2

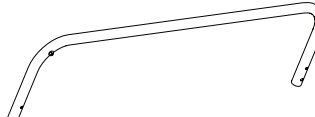
4 Extension Tube

 DSS004 x2
STEP 4

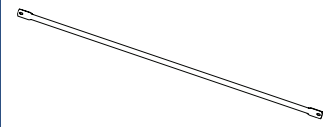
5 Diagonal Tube

 DSS005L & DSS005R x2
STEP 5

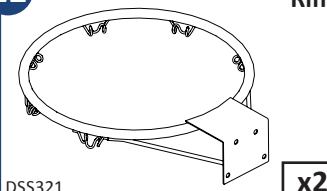
6 Connector Tube

 DSS006 x2
STEPS 1 & 3

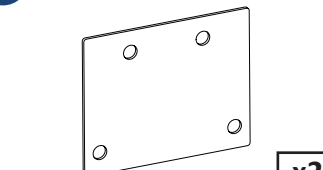
7 Front Tube

 DSS007 x2
STEP 6

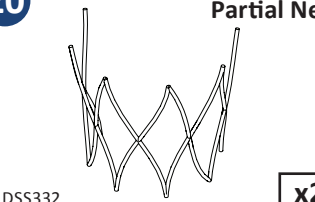
8 Bottom Tube

 DSS008 x1
STEP 6

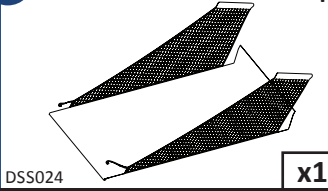
9 Lean Bar

 DSS009 x1
STEP 7

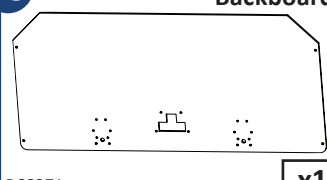
10 Lower Back Tube

 DSS010 x1
STEP 12

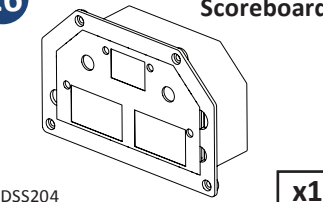
11 Rim

 DSS321 x2
STEP 9

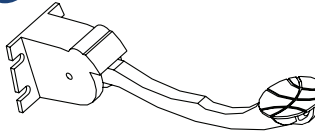
12 Back Plate

 DSS322 x2
STEP 9

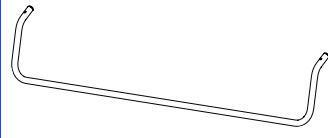
20 Partial Net

 DSS332 x2
STEP 10

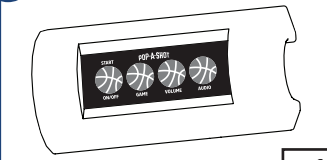
24 Ball Return Ramp

 DSS024 x1
STEP 13

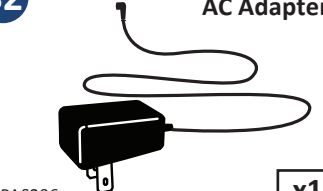
25 Backboard

 DSS371 x1
STEP 8

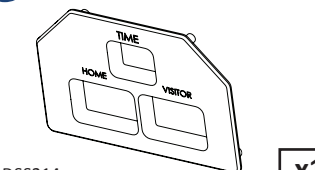
26 Scoreboard

 DSS204 x1
STEP 8


28 Sensor Paddle

 DSS203 x2
STEP 10

29 Forward Tube

 DSS029 x1
STEP 13

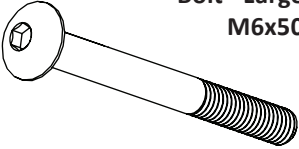
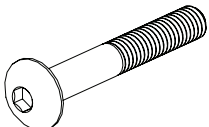
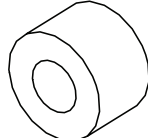
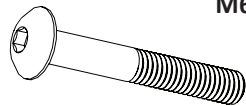
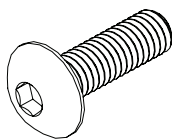
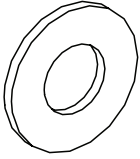
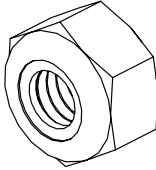
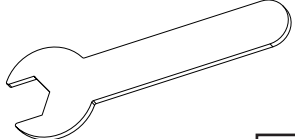

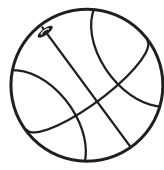
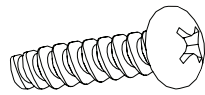
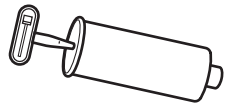
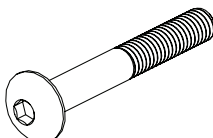
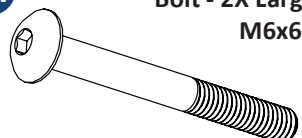
30 Control Panel

 HHH201 x1
STEP 15

32 AC Adapter

 PAS206 x1
STEP 15

35 Scoreboard Faceplate

 DSS214 x1
STEP 8

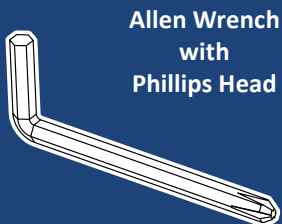
36 Upper Back Tube

 DSS036 x1
STEP 14

HARDWARE & ACCESSORIES

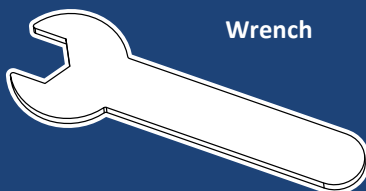
<p>13 Bolt - Large M6x50</p>  <p>DSS013 x4</p> <p>STEP 5</p>	<p>14 Bolt - Small M6x40</p>  <p>DSS014 x10</p> <p>STEPS 1, 3 & 12</p>	<p>15 Plastic Spacer</p>  <p>DSS015 x4</p> <p>STEP 5</p>	<p>16 Bolt - X Large M6x55</p>  <p>DSS016 x4</p> <p>STEPS 11 & 14</p>
<p>17 Bolt - X Small M6x20</p>  <p>DSS017 x16</p> <p>STEPS 9 & 10</p>	<p>18 Washer</p>  <p>DSS018 x76</p> <p>STEPS 1, 3, 4, 5, 9, 10, 11, 12, 13, & 14</p>	<p>19 Nut</p>  <p>DSS0019 x38</p> <p>STEPS 1, 3, 4, 5, 9, 10, 11, 12, 13, & 14</p>	<p>21 Wrench</p>  <p>DSS021 x1</p>
<p>22 Allen Wrench</p>  <p>DSS022 x1</p>	<p>23 Basketball</p>  <p>Z7-YK48-5791 x4</p>	<p>27 Small Screw</p>  <p>NOTE: These are in the box with the Electronics</p> <p>DSS027 x4</p> <p>STEP 8</p>	<p>31 Air Pump</p>  <p>NOTE: The needle is in the handle of the pump</p> <p>PAS340 x1</p>
<p>33 Bolt - Medium M6x45</p>  <p>DSS033 x2</p> <p>STEP 4</p>	<p>34 Bolt - 2X Large M6x60</p>  <p>DSS034 x2</p> <p>STEP 13</p>		

The included tools will get the job done, but you probably have better tools of your own.

INCLUDED TOOLS



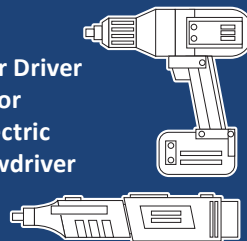
Allen Wrench
with
Phillips Head



Wrench

RECOMMENDED TOOLS

Power Driver
or
Electric
Screwdriver



Socket Wrench Set

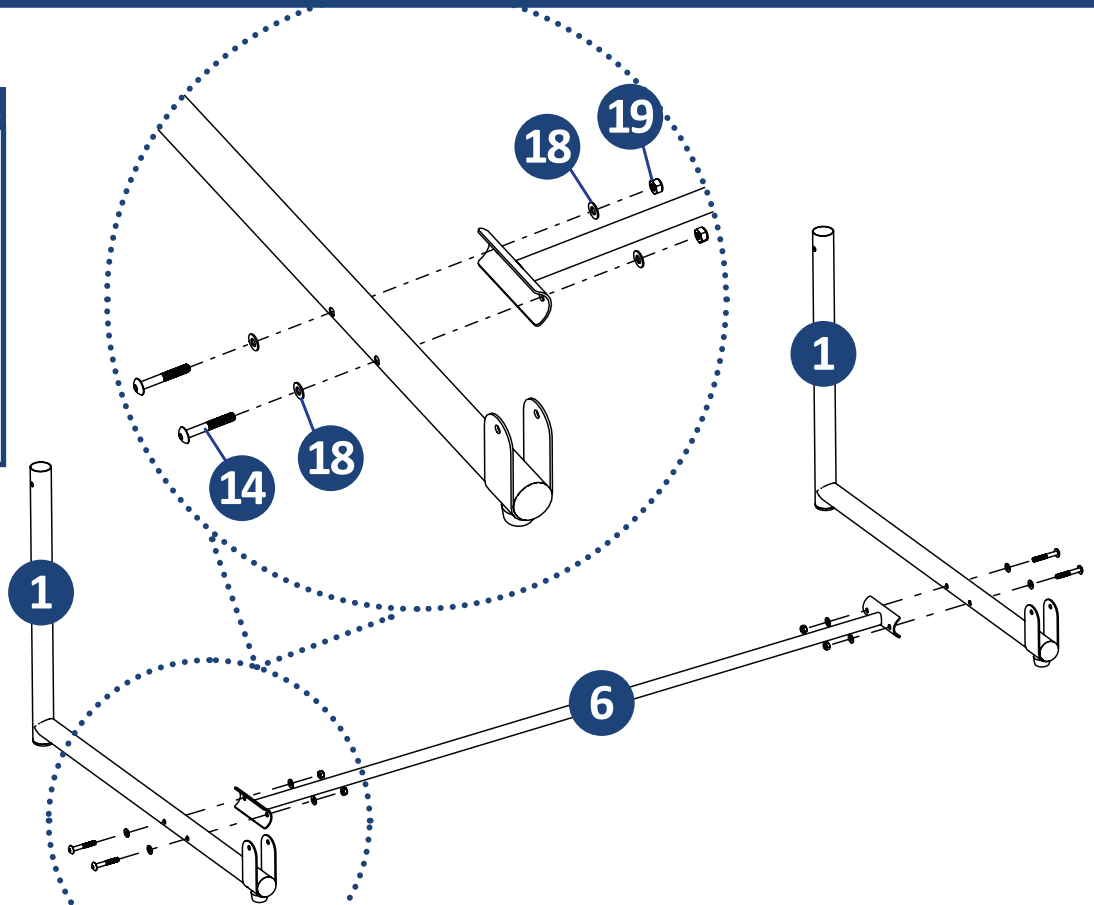


CAUTION: DO NOT OVER TIGHTEN. SET TO VERY LOW TORQUE when using Electric Screwdriver or Power Driver.

POP-A-SHOT

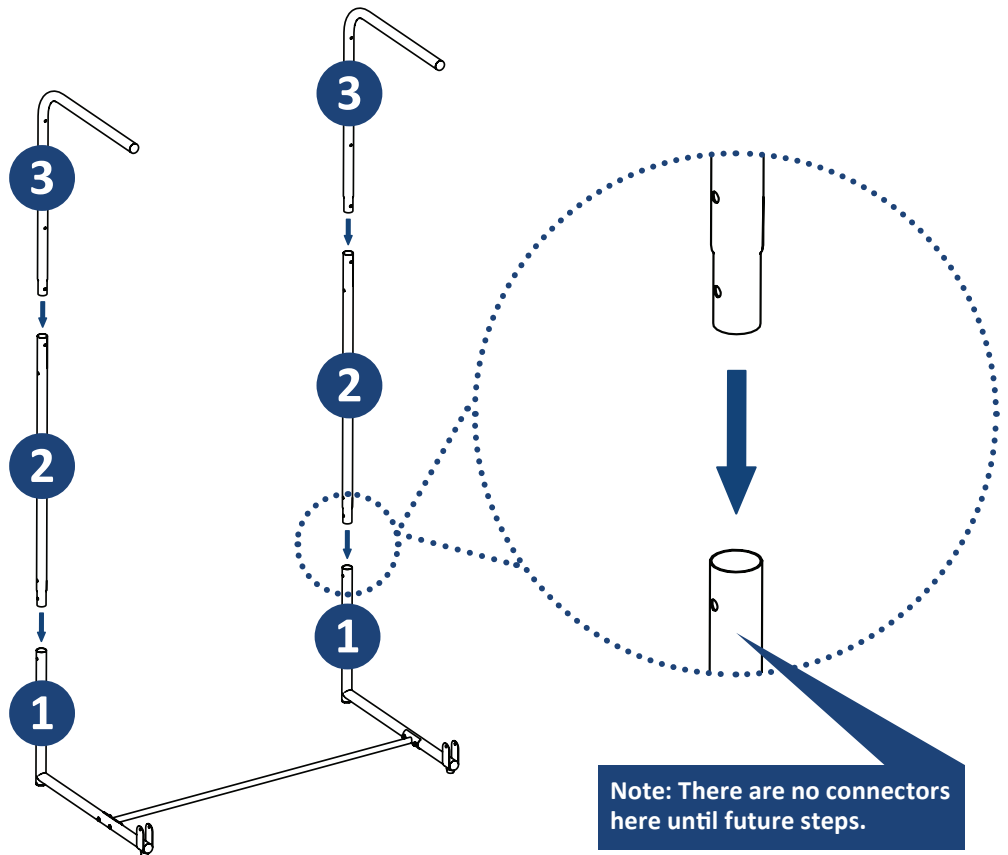
STEP 1

ID#	Name	Qty.
1	Base Tube	x2
6	Connector Tube	x1
14	Bolt - Small M6x40	x4
18	Washer	x8
19	Nut	x4



STEP 2

ID#	Name	Qty.
2	Vertical Tube	x2
3	Top Elbow Tube	x2

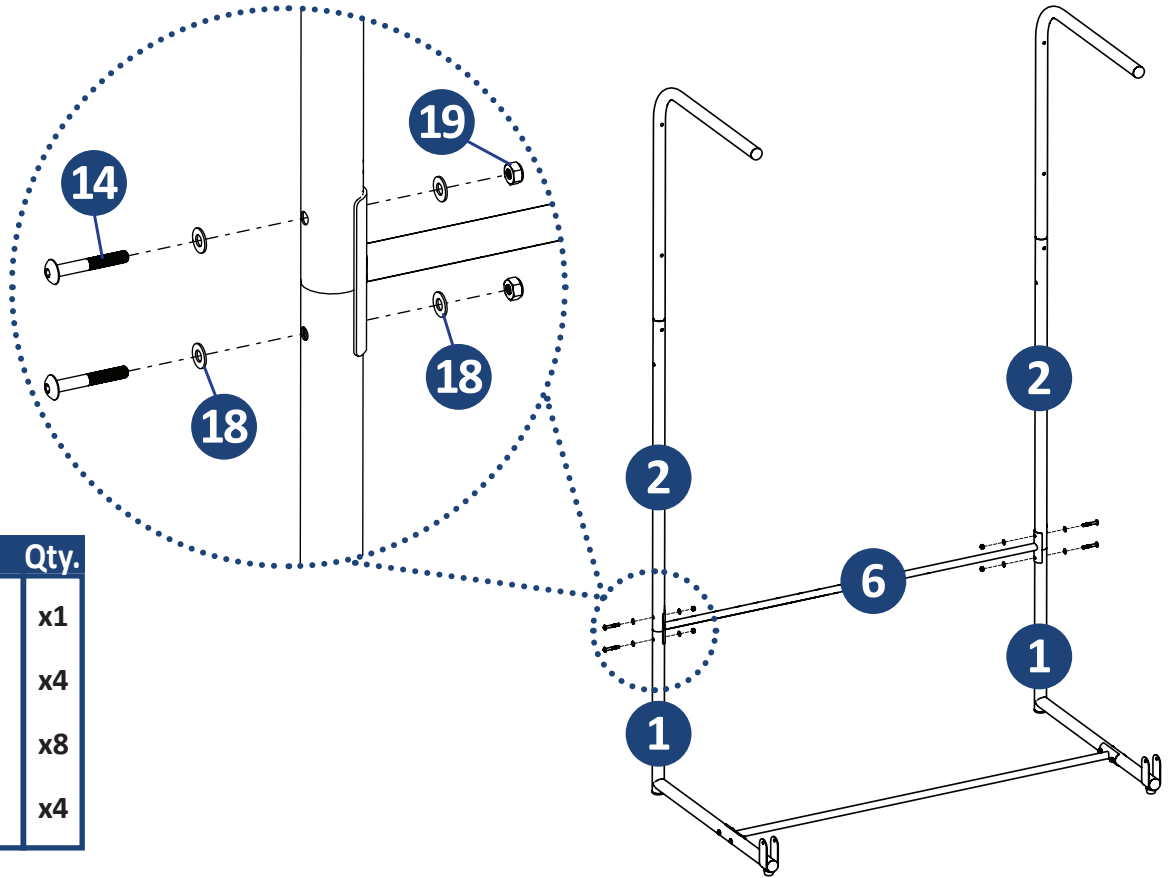


Note: There are no connectors here until future steps.



POP-A-SHOT

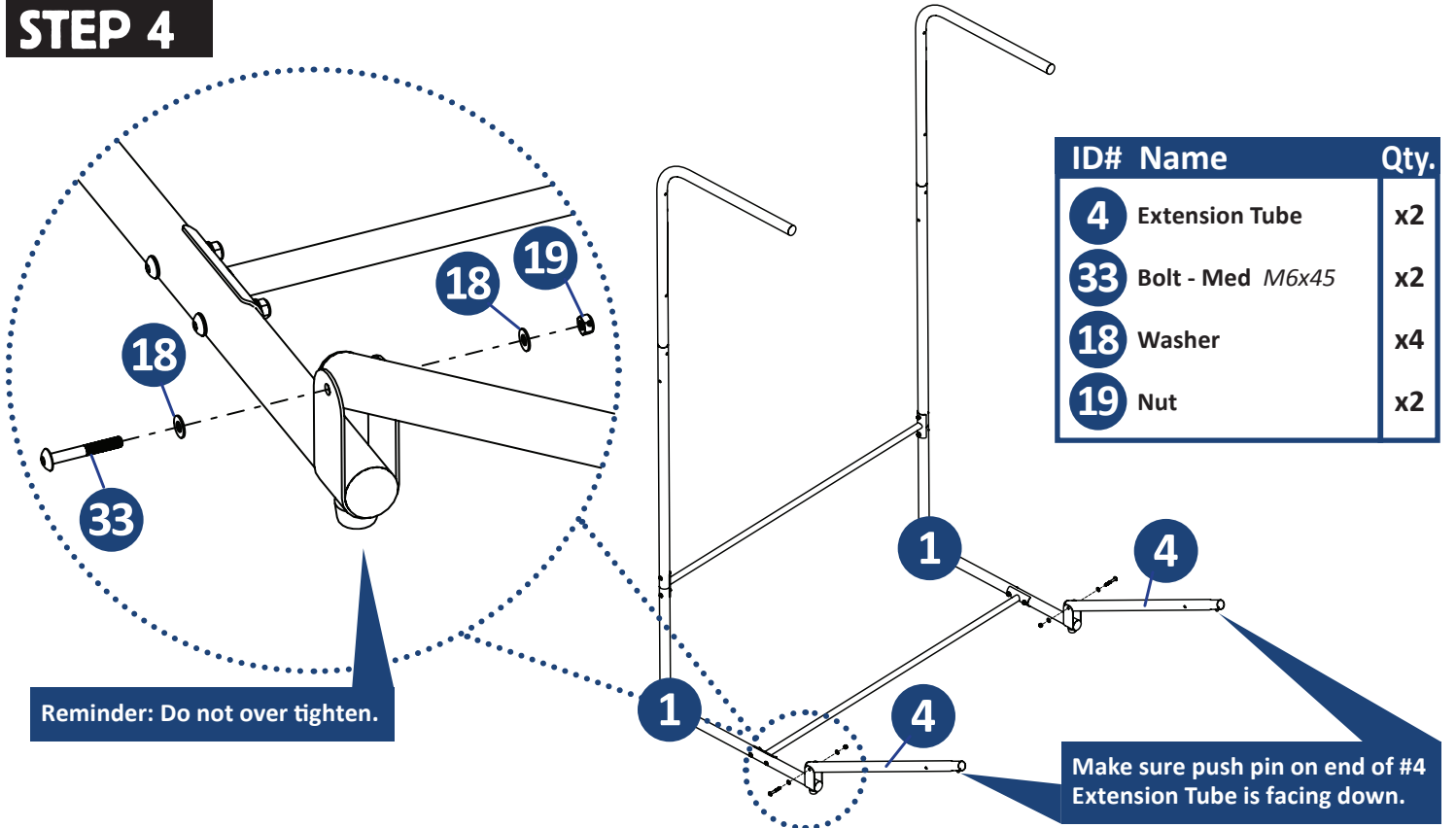
STEP 3



ID# Name Qty.

6	Connector Tube	x1
33	Bolt - Small <i>M6x40</i>	x4
18	Washer	x8
19	Nut	x4

STEP 4



ID# Name Qty.

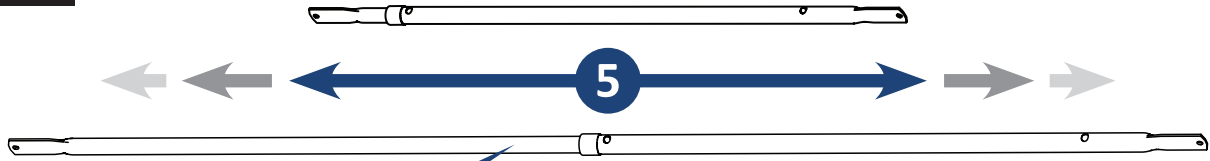
4	Extension Tube	x2
33	Bolt - Med <i>M6x45</i>	x2
18	Washer	x4
19	Nut	x2

Reminder: Do not over tighten.

Make sure push pin on end of #4 Extension Tube is facing down.

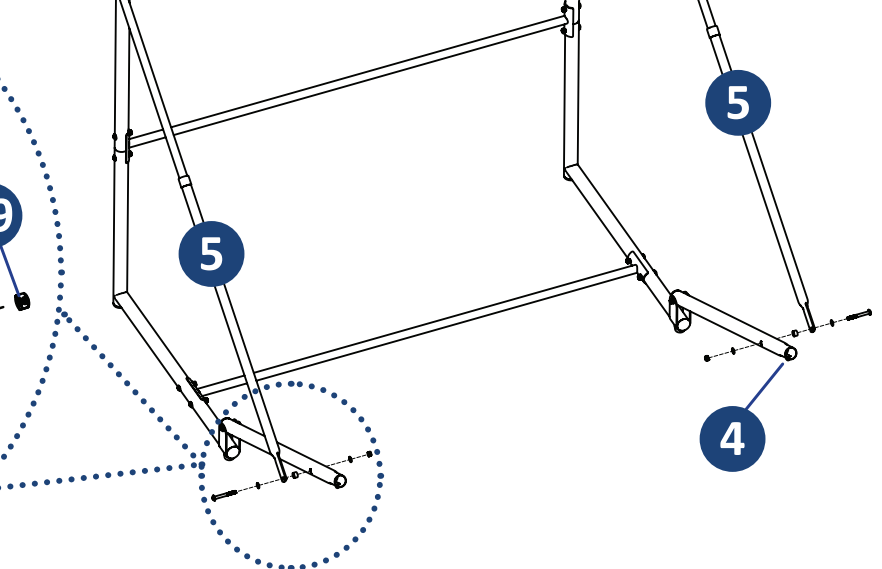
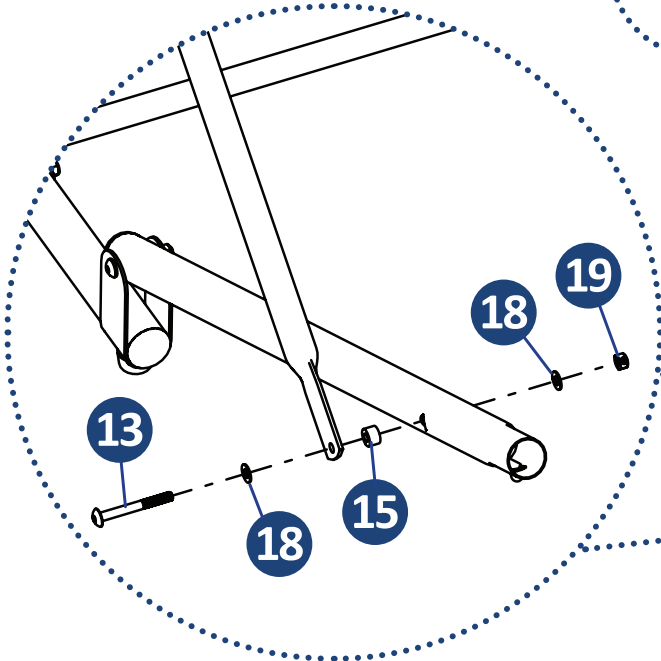
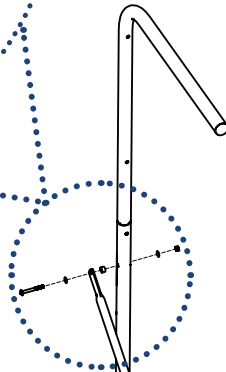
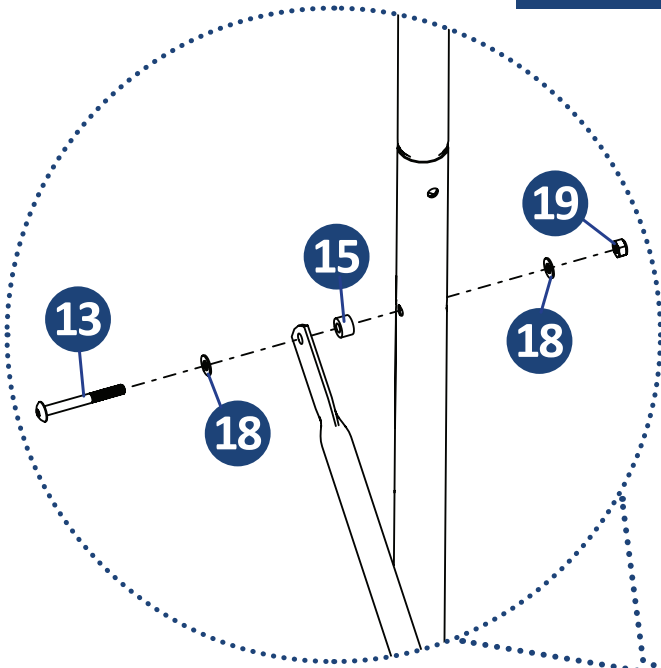
POP-A-SHOT

STEP 5



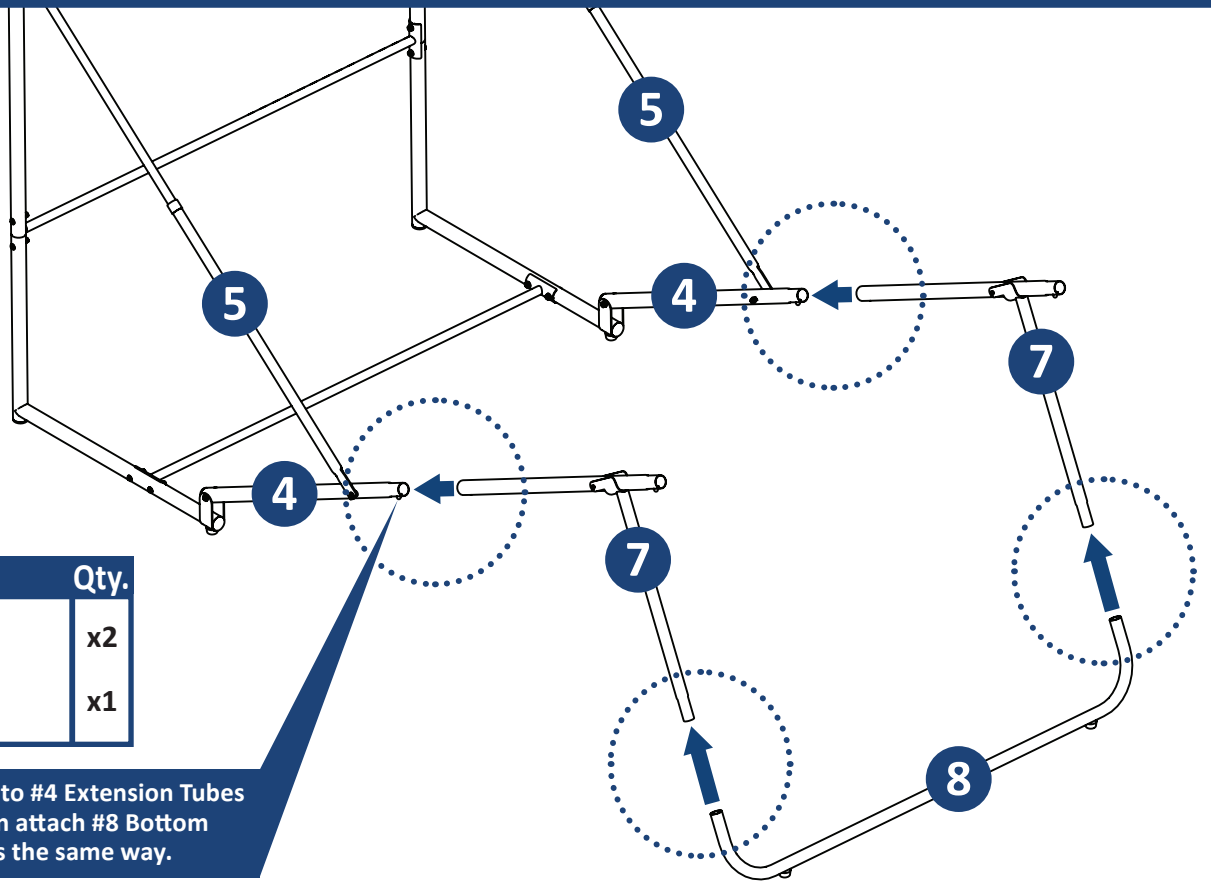
Fully extend both #5 Diagonal Tubes until the spring lock clicks into place.

ID#	Name	Qty.
5	Diagonal Tube	x2
13	Bolt - Large M6x50	x4
15	Plastic Spacer	x4
18	Washer	x8
19	Nut	x4



POP-A-SHOT

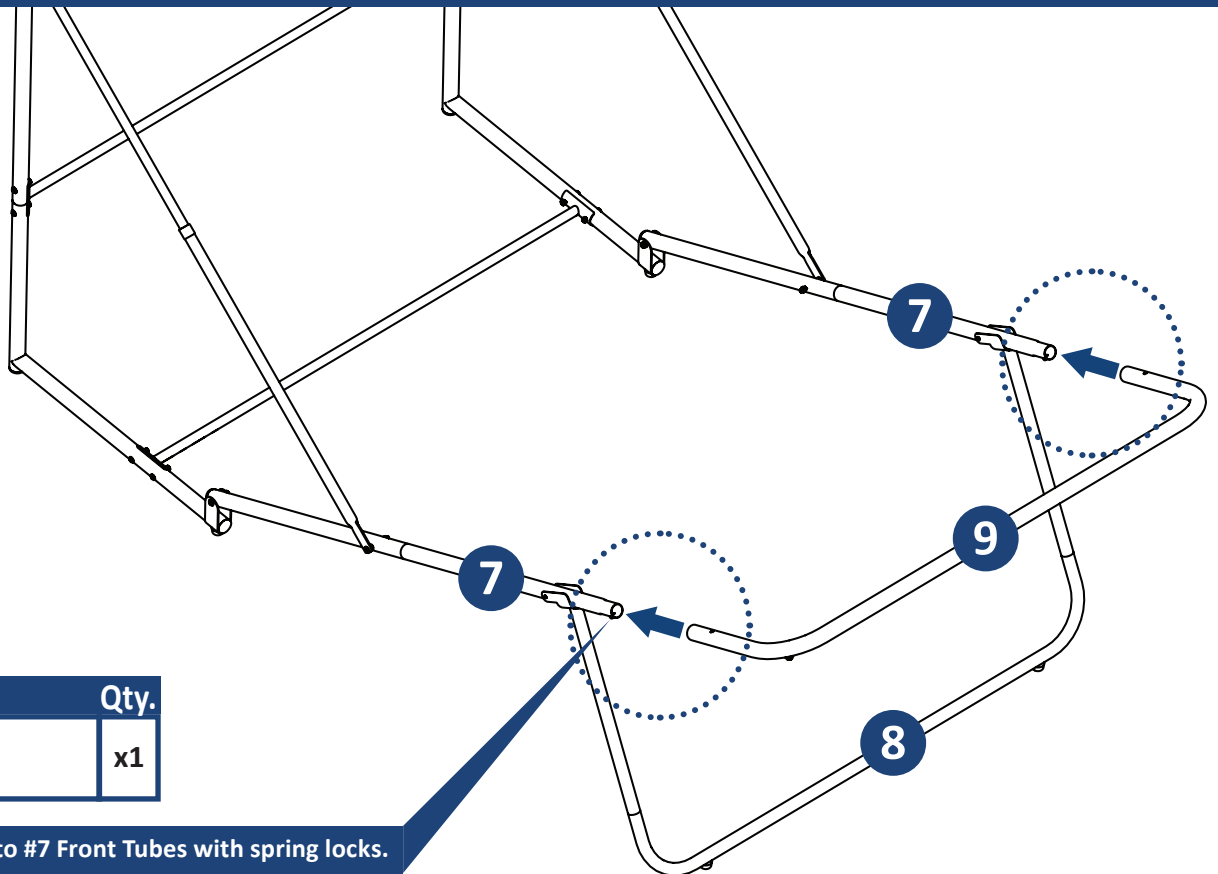
STEP 6



ID#	Name	Qty.
7	Front Tube	x2
8	Bottom Tube	x1

Attach #7 Front Tubes to #4 Extension Tubes with spring locks. Then attach #8 Bottom Tube to #7 Front Tubes the same way.

STEP 7

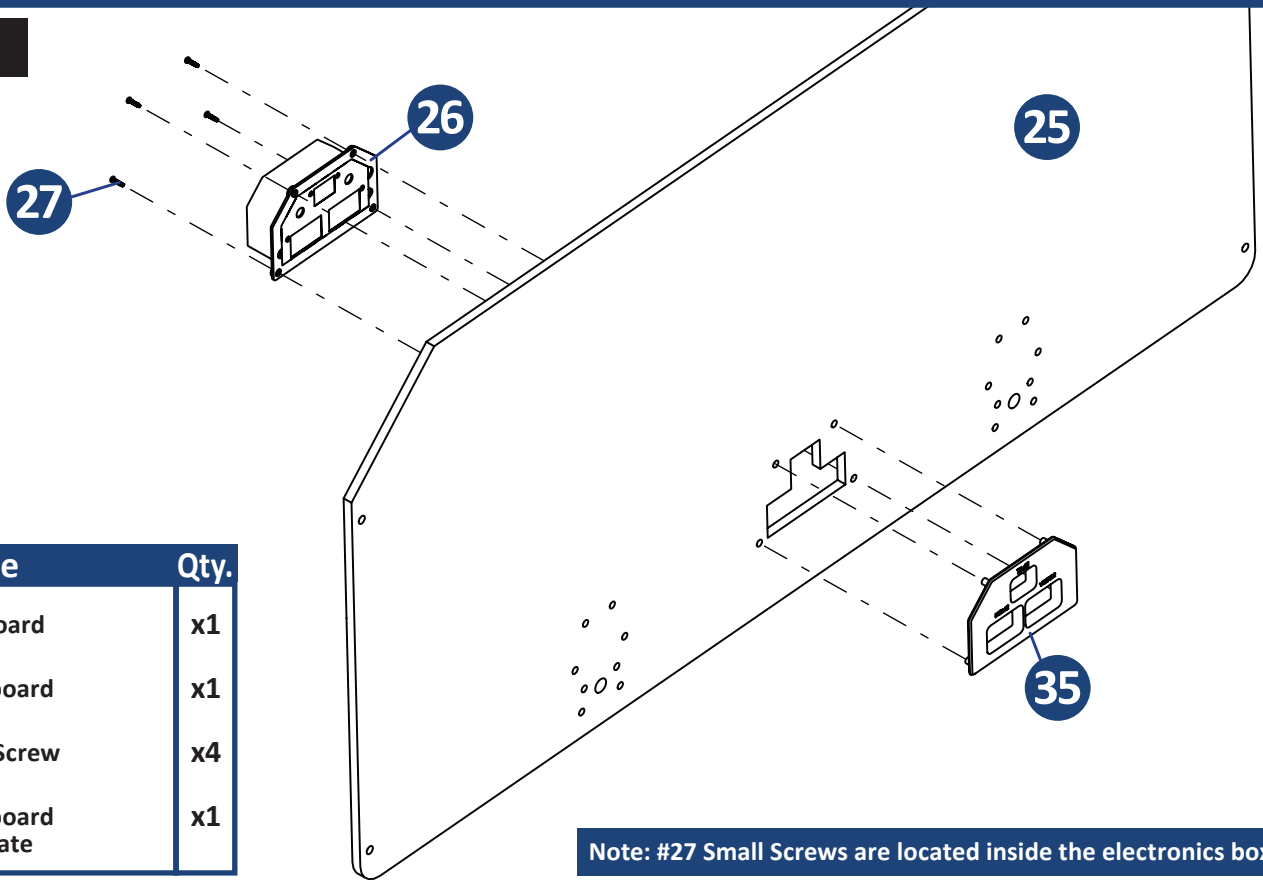


ID#	Name	Qty.
9	Lean Bar	x1

Attach #9 Lean Bar to #7 Front Tubes with spring locks.

POP-A-SHOT

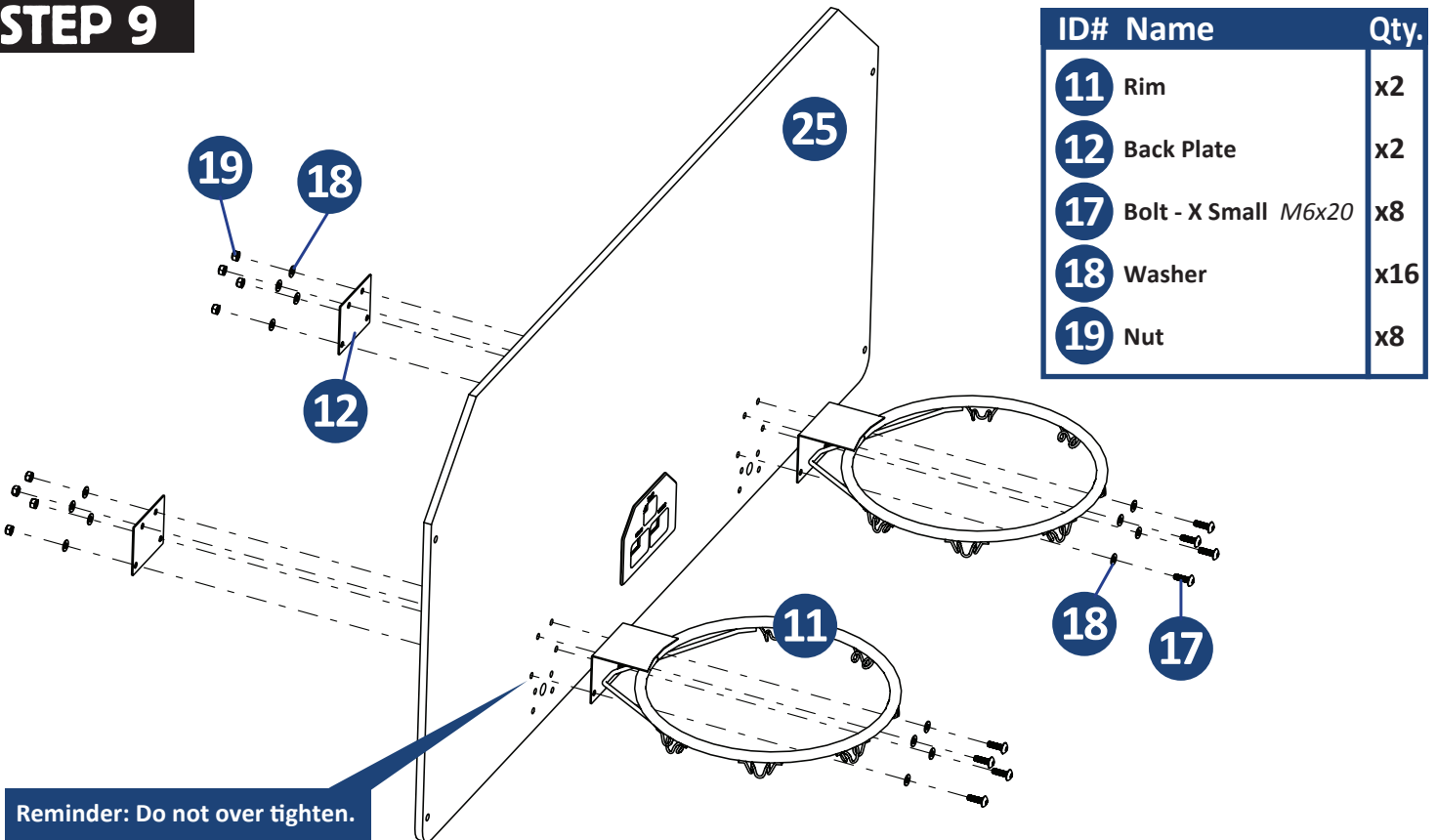
STEP 8



ID#	Name	Qty.
25	Backboard	x1
26	Scoreboard	x1
27	Small Screw	x4
35	Scoreboard Faceplate	x1

Note: #27 Small Screws are located inside the electronics box.

STEP 9

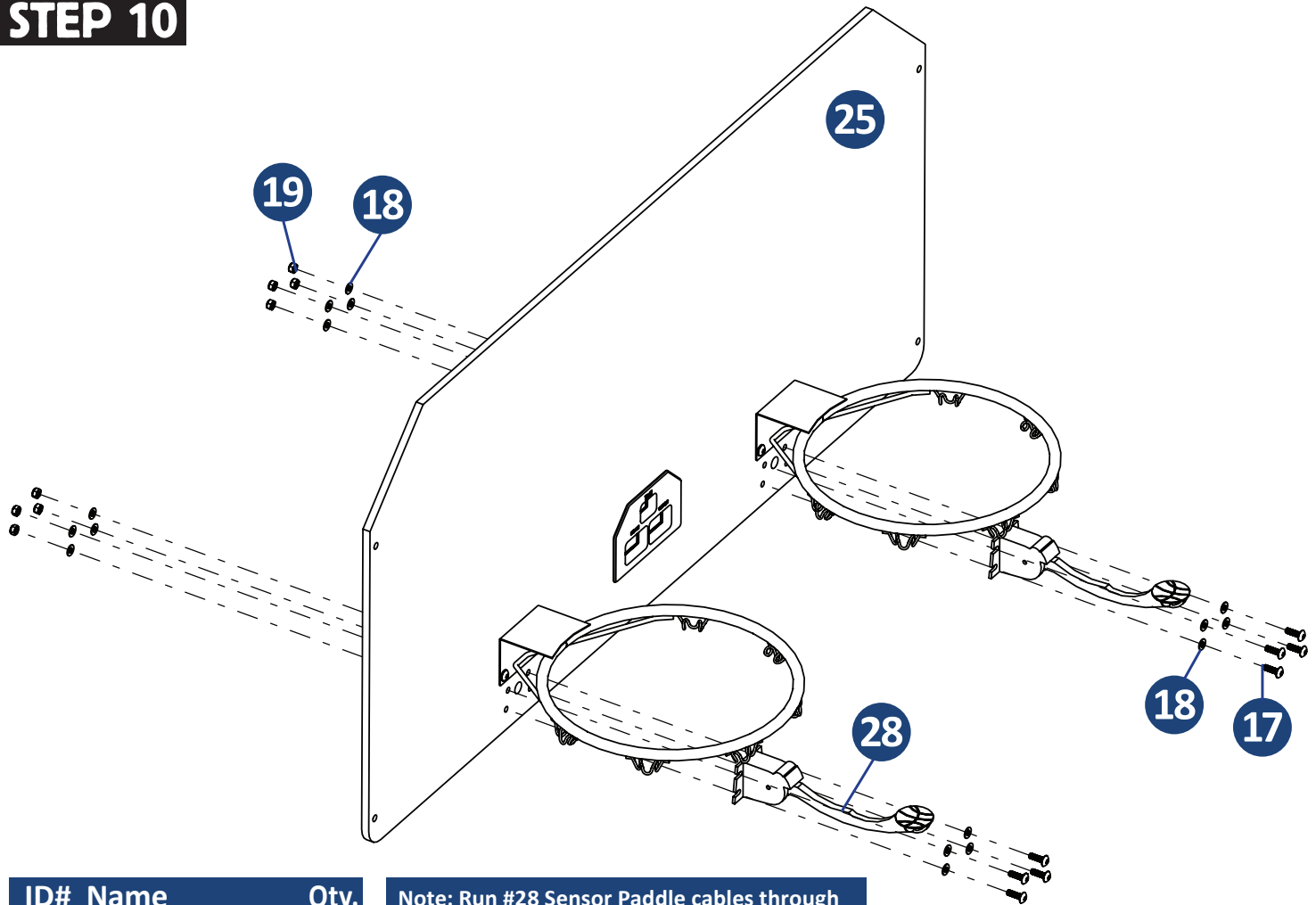


ID#	Name	Qty.
11	Rim	x2
12	Back Plate	x2
17	Bolt - X Small <i>M6x20</i>	x8
18	Washer	x16
19	Nut	x8

Reminder: Do not over tighten.

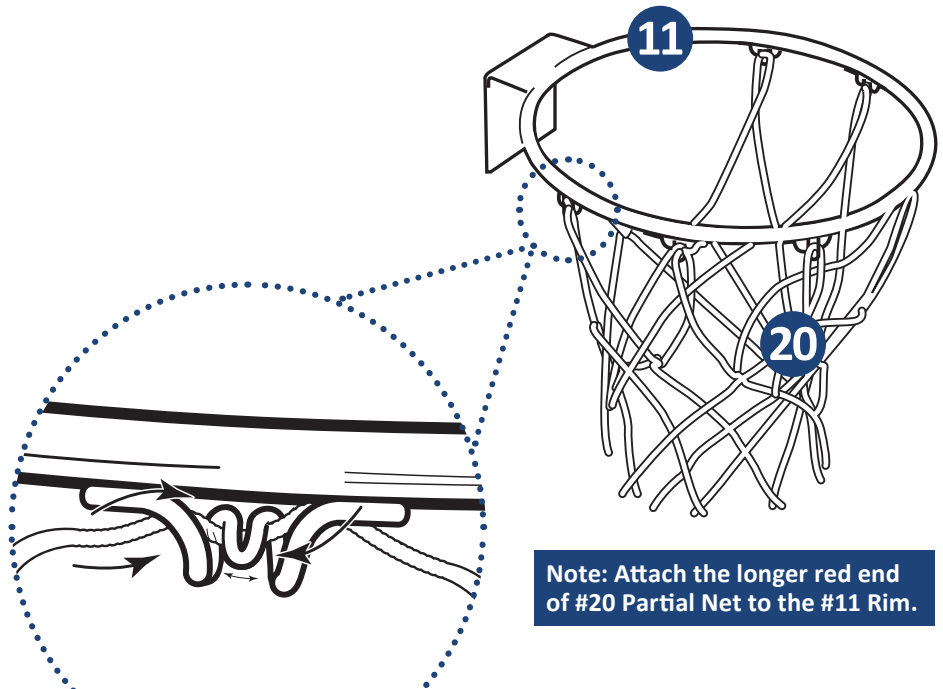
POP-A-SHOT

STEP 10



ID#	Name	Qty.
28	Sensor Paddle	x2
17	Bolt - X Small M6x20	x8
18	Washer	x16
19	Nut	x8
20	Partial Net	x2

Note: Run #28 Sensor Paddle cables through holes in #25 Backboard and then plug into the corresponding ports on the #26 Scoreboard.

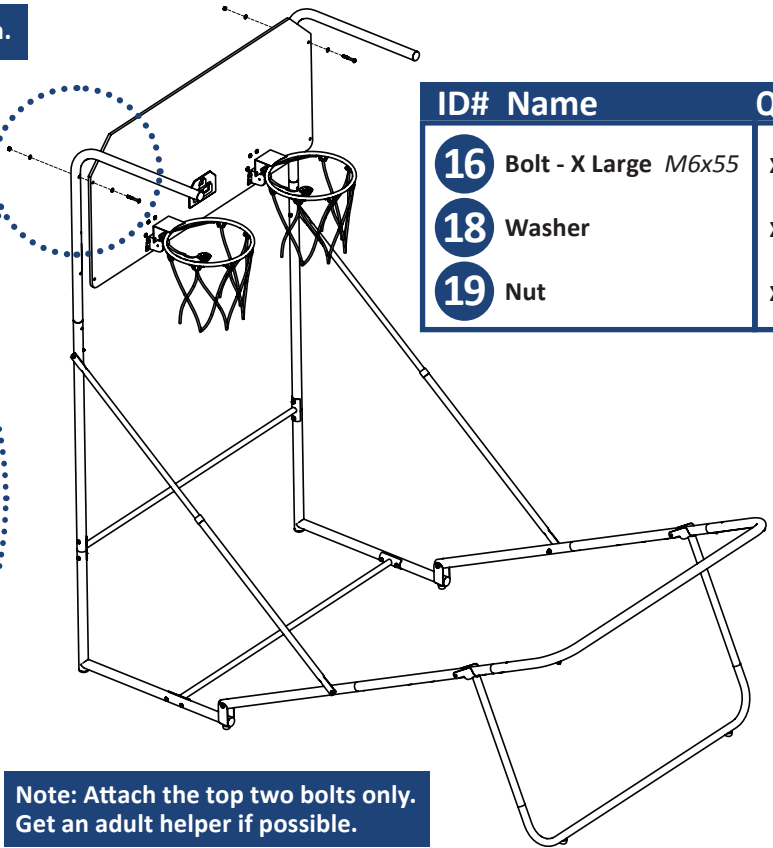
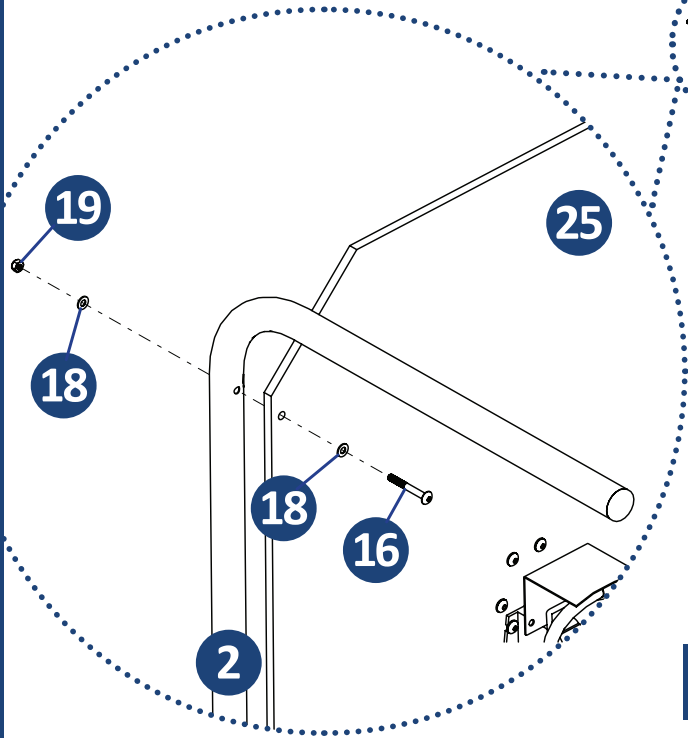


Note: Attach the longer red end of #20 Partial Net to the #11 Rim.

POP-A-SHOT

STEP 11

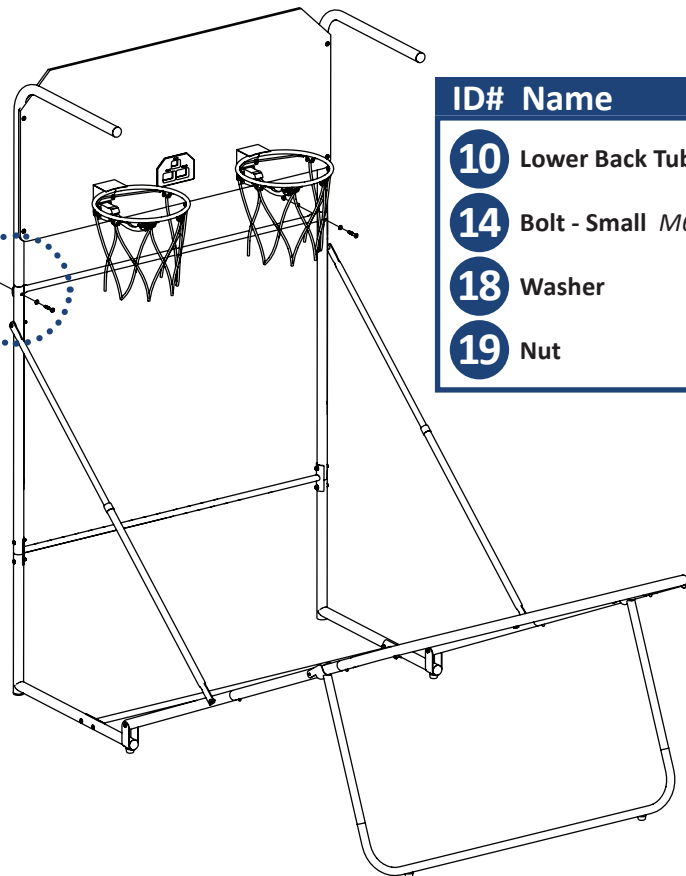
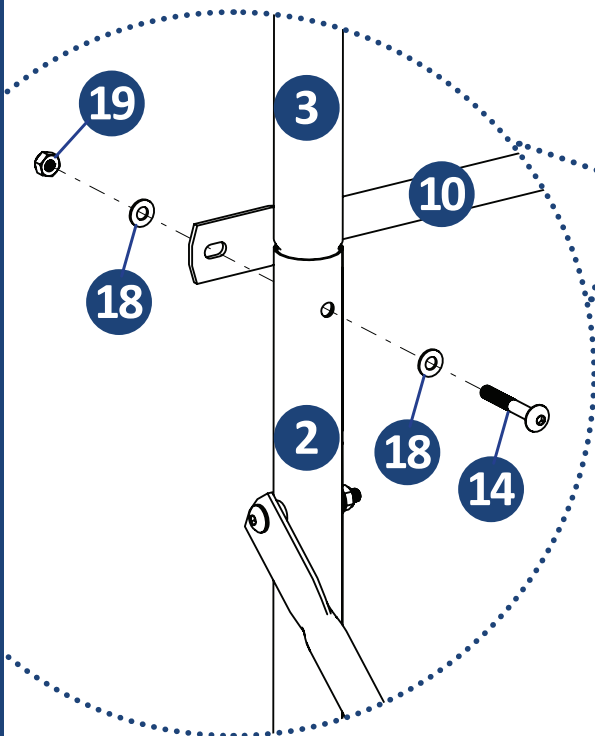
Reminder: Do not over tighten.



ID#	Name	Qty.
16	Bolt - X Large M6x55	x2
18	Washer	x4
19	Nut	x2

Note: Attach the top two bolts only. Get an adult helper if possible.

STEP 12



ID#	Name	Qty.
10	Lower Back Tube	x1
14	Bolt - Small M6x40	x2
18	Washer	x4
19	Nut	x2

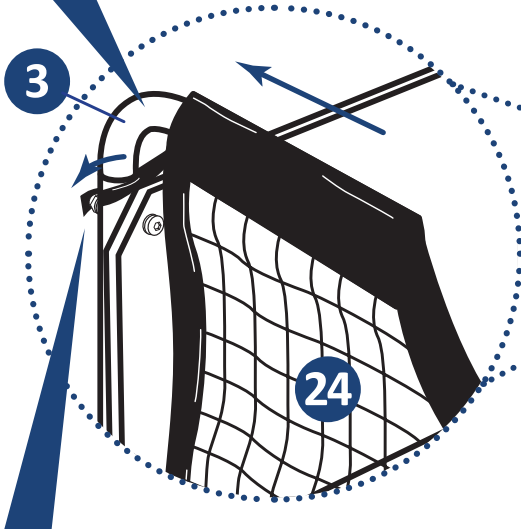
POP-A-SHOT

STEP 13

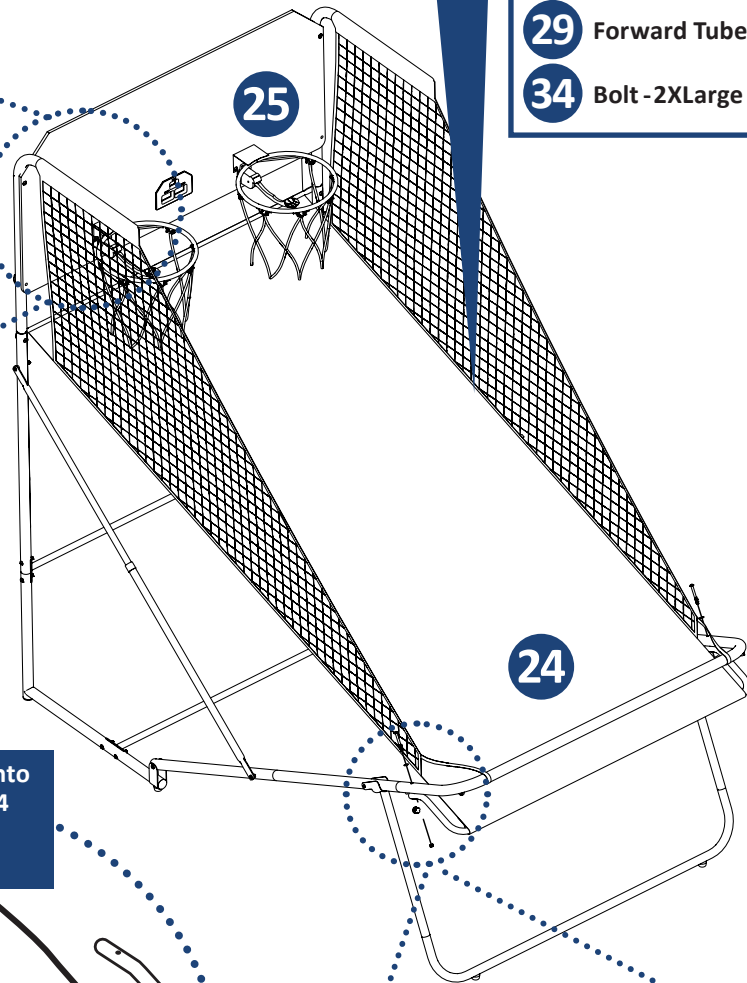
Note: Slide the elastic straps onto #3 Top Elbow Tube first, then the ramp sleeves.

Note: The #24 Ball Return Ramp is installed correctly when you are facing the game and the black looped tabs are on the right side.

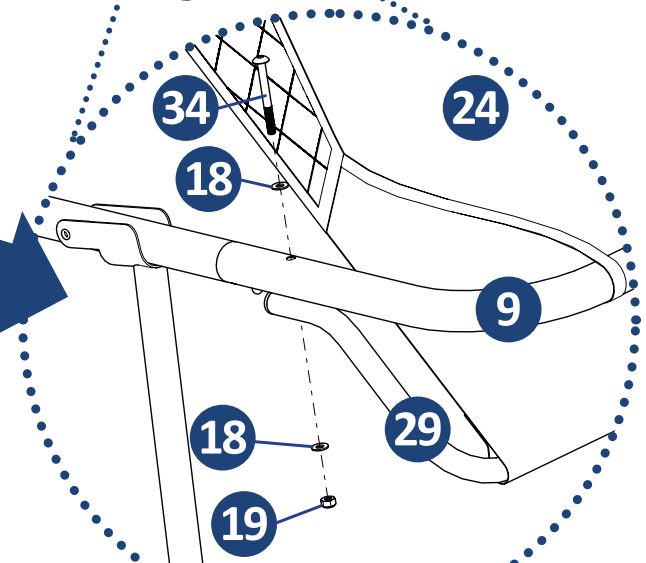
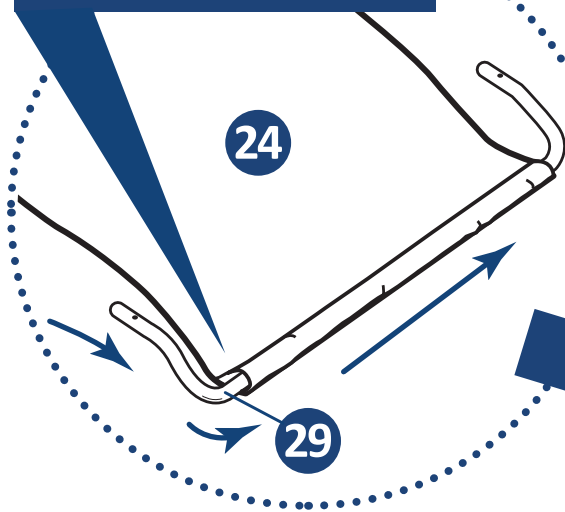
ID#	Name	Qty.
18	Washer	x4
19	Nut	x2
24	Ball Return Ramp	x1
29	Forward Tube	x1
34	Bolt - 2XLarge M6x60	x2



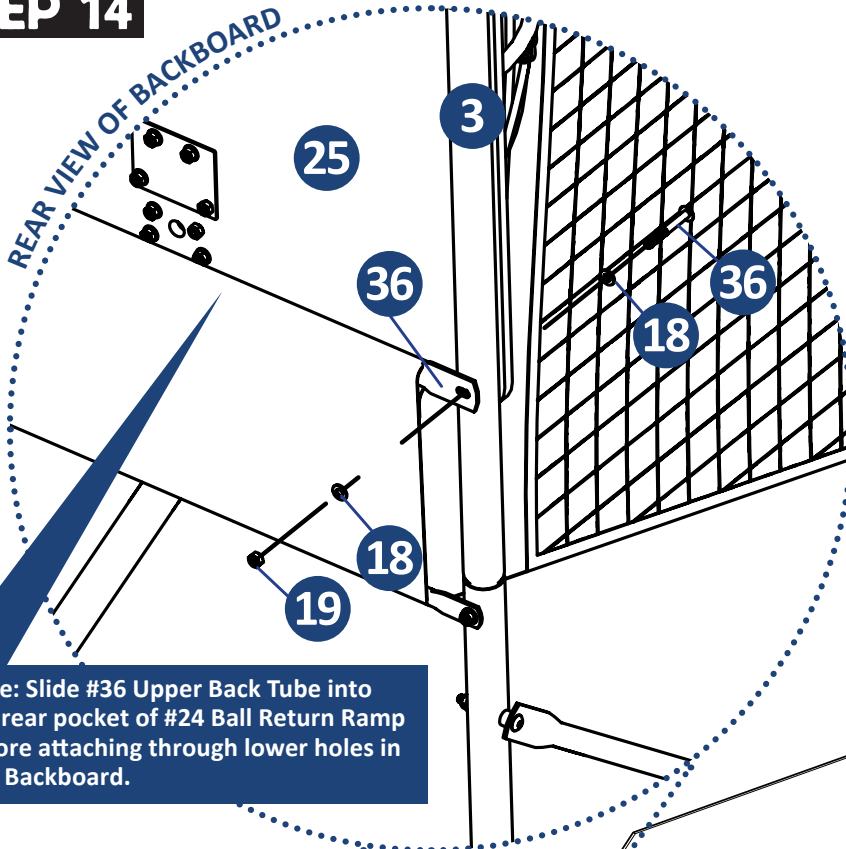
Note: Secure the #24 Ball Return Ramp elastic straps over the nuts on rear of #25 Backboard.



Note: Slide #29 Forward Tube into the pocket at the end of the #24 Ball Return Ramp then connect under the #9 Lean Bar.

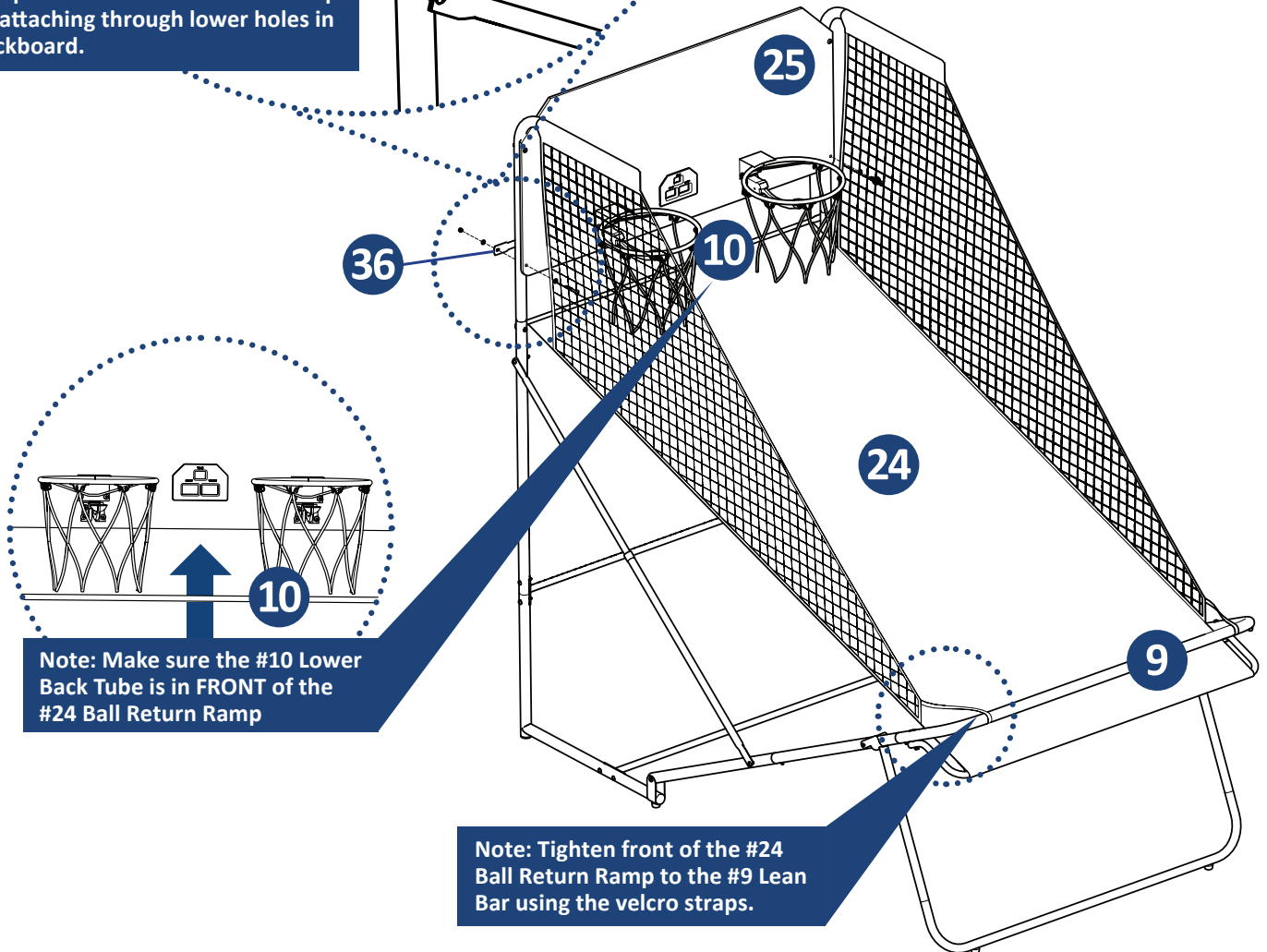


STEP 14



ID#	Name	Qty.
16	Bolt - XLarge M6x55	x2
18	Washer	x4
19	Nut	x2
36	Upper Back Tube	x1

Note: Slide #36 Upper Back Tube into the rear pocket of #24 Ball Return Ramp before attaching through lower holes in #25 Backboard.

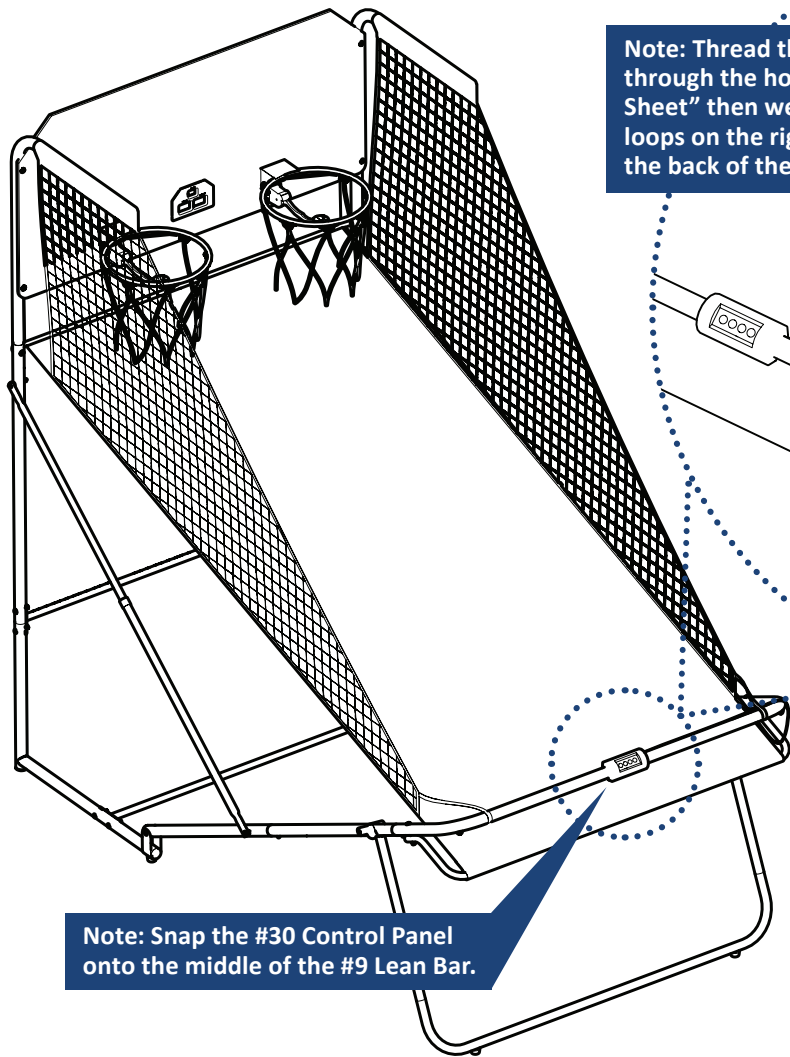


Note: Make sure the #10 Lower Back Tube is in FRONT of the #24 Ball Return Ramp

Note: Tighten front of the #24 Ball Return Ramp to the #9 Lean Bar using the velcro straps.

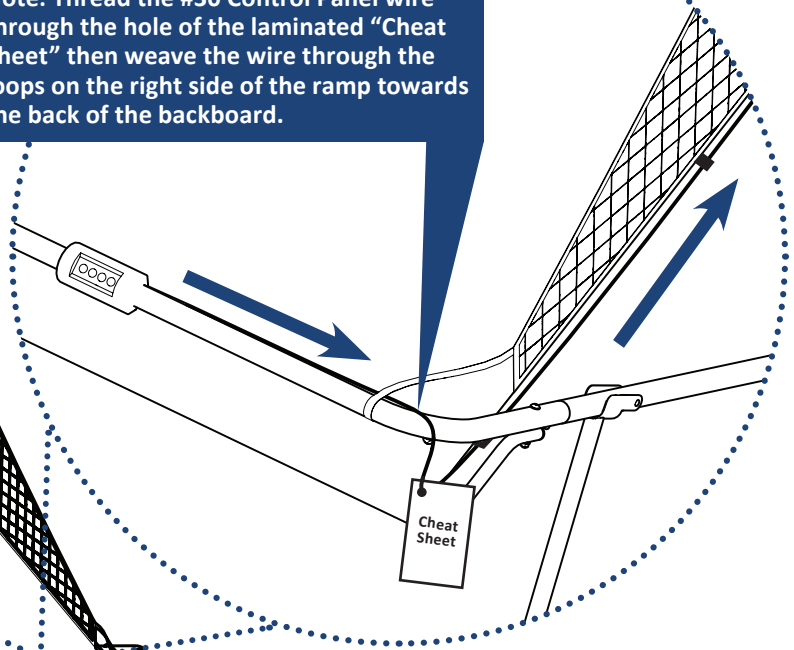
POP-A-SHOT

STEP 15

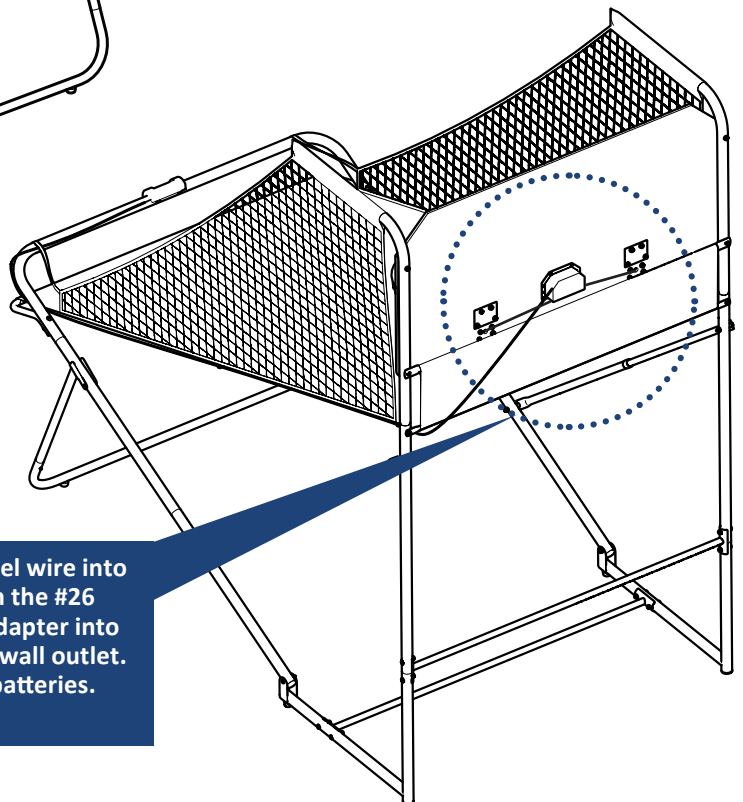


Note: Snap the #30 Control Panel onto the middle of the #9 Lean Bar.

Note: Thread the #30 Control Panel wire through the hole of the laminated "Cheat Sheet" then weave the wire through the loops on the right side of the ramp towards the back of the backboard.



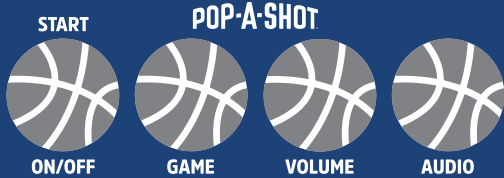
ID#	Name	Qty.
30	Control Panel	x1
32	AC Adapter	x1



Note: Plug the #30 Control Panel wire into the outlet labeled "Control" on the #26 Scoreboard. Plug the #32 AC Adapter into the #26 Scoreboard and into a wall outlet. Optional: You may use 3 AAA batteries. (not included)

POP-A-SHOT

CONTROL PANEL OPERATION



TURNING ON THE GAME: Press **ON/OFF** to turn on your game.

SELECT GAME: Press **GAME** to select one of the 10 games (see **GAME OPTIONS** for complete list).

AUDIO: Press **AUDIO** to make Audio selection (see **AUDIO OPTIONS** for complete list).

VOLUME: Press **VOLUME** to turn volume up/down (it goes all the way in one direction before going back in the other).

STARTING A GAME: Press **START** to start your game.

TURNING OFF THE GAME: Press and hold **ON/OFF** to turn off your game.

AUDIO OPTIONS

There are 6 different audio options. Select the audio option by pushing **AUDIO** until you reach your selection. The number will be displayed on the scoreboard.

S1: Play-by-play announcer & Sound FX

S2: Sound FX only

S3: Electronic Music

S4: Rock Music

S5: Hip Hop Music

S6: No Sound

GAME OPTIONS

1 STANDARD



Baskets are 2 points until final 0:10 when they're 3 points.
Bonus: 0:15 extra at 30 points; 0:10 extra at 60 points.

2 SOLO



Baskets are 2 points until final 0:10 when they're 3 points.
Bonus: 0:15 extra at 30 points; 0:10 extra at 60 points.

3 CRISSCROSS



Players shoot at their opponent's basket.
Baskets are 2 points until final 0:10 when they're 3 points.
Bonus: 0:15 extra at 30 points; 0:10 extra at 60 points.

4 SKEET SHOOTING



Announcer says "Shoot", then you have 0:03 to make a basket.

5 SHARP SHOOTER



Announcer says Left or Right and scoreboard indicates "L" or "R", then you have 0:03 to make a shot in that basket.
Timer not displayed on scoreboard.

6 CLIMBING THE LADDER



First basket is 2 points; each after doubles the score.
If no basket is made within 0:03, next basket is 2 points.
Bonus: 0:15 extra at 30 points; 0:10 extra at 60 points.

7 OVERTIME



Baskets are 2 points until final :10 when they're 3 points.
Bonus: 0:15 extra at 30 points; 0:10 extra at 60 points.

8 SUDDEN DEATH



Baskets are 2 points until final :10 when they're 3 points.
Bonus: 0:15 extra at 30 points; 0:10 extra at 60 points.

9 FREE PLAY



All Baskets count as 2 Points

10 TEAM



Score displays on both sides
Baskets are 2 points until final 0:10 when they're 3 points.
Bonus: 0:15 extra at 30 points; 0:10 extra at 60 points.

Note: After the end of each game, the all-time high score for that game will be displayed. If you unplug your game or take out the batteries and want to preserve the high scores, make sure the other power supply is still working.