

POP-A-SHOT®

HOME DUAL SHOT

ASSEMBLY INSTRUCTIONS



Model: PASHOM17-02 REV 7-26-22



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 360 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-hds) to visit the Home Dual Shot Hub. Here you'll find a wealth of resources to get the most out of your game, including:

- 🏀 Registration form.
Complete the form to activate your warranty and let us know what you love about your new game!
- 🏀 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). 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.



HOME DUAL SHOT PARTS

Instruction
Part ID#

Part #

Step Used In

Part Name

Part Image

Part Quantity

1 **Top Tube**
HHH001 **x2**
STEPS 4, 5, 11 & 12

2 **Board Tube**
HDS002 **x2**
STEPS 2-5

3 **Base Tube**
HDS003 **x2**
STEPS 1-3 & 7

4 **Forward Tube**
HHH004 **x2**
STEP 5

5 **Connector Tube**
HDS005 **x2**
STEPS 1 & 3

6 **Cross Tube**
HDS006 **x2**
STEPS 4 & 14

7 **Side Tube**
HHH007 **x2**
STEPS 6 & 7

8 **Ramp Tube**
HHH008 **x2**
STEPS 6 & 13

9 **Lean Bar**
HDS009 **x1**
STEPS 13-16

10 **Cross Bar**
HDS010 **x1**
STEPS 12 & 15

11 **Side Arm**
HDS011 **x2**
STEPS 5 & 7

12 **Scoreboard**
HDS204 **x1**
STEP 9

13 **Sensor**
HHH202 **x4**
STEP 10

14 **Control Panel**
HHH201 **x1**
STEP 16

15 **Power Adapter**
PAS206 **x1**

16 **Backboard**
HDS373 or HDS374 **x1**
STEPS 8-12

17 **Rim**
HHH322 **x2**
STEP 8


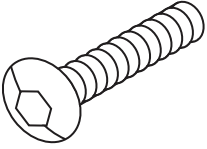
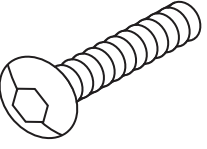
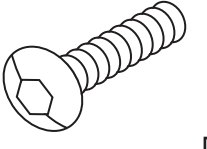
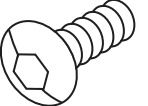
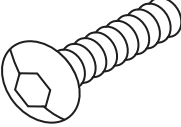
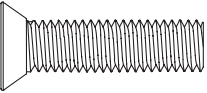
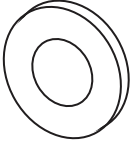
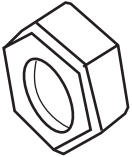
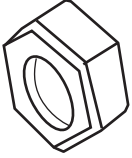
18 **Net**
HHH331 **x2**
STEP 8

19 **Ball Return Ramp**
HDS018 or HDS039 **x1**
STEPS 12, 15 & 16

20 **Ball**
ZY-YK48-5791 **x7**

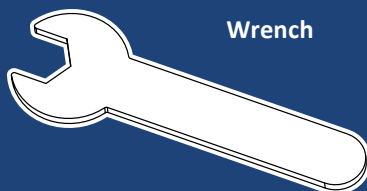
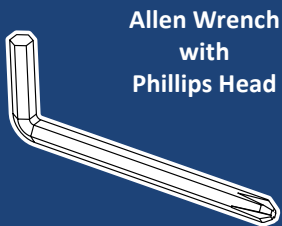
21 **Ball Pump**
PAS340 **x1**
NOTE: The needle is in the handle of the pump

HARDWARE BLISTER PACK

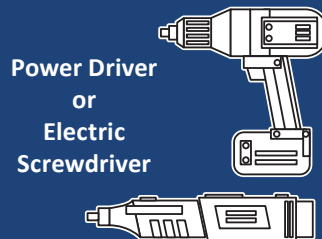
<p>22 Sensor Screw</p>  <p>HDS022 x8</p> <p>STEP 10</p>	<p>23 Extra Long Bolt</p>  <p>HDS023 x2</p> <p>STEP 7</p>	<p>24 Backboard Bolt</p>  <p>HDS024 x4</p> <p>STEPS 11 & 12</p>	<p>25 Bolt</p>  <p>HDS025 x10</p> <p>STEPS 1, 3 & 5</p>
<p>26 Rim Bolt</p>  <p>HDS026 x8</p> <p>STEP 8</p>	<p>27 Cross Bolt</p>  <p>HDS027 x4</p> <p>STEPS 4 & 14</p>	<p>28 Scoreboard Bolt</p>  <p>HDS028 x4</p> <p>STEP 9</p>	<p>29 Washer</p>  <p>HDS029 x56</p> <p>STEPS 1, 3, 4, 5, 7, 8, 11, 12 & 14</p>
<p>30 Nut</p>  <p>HDS030 x28</p> <p>STEPS 1, 3, 4, 5, 7, 8, 11, 12 & 14</p>	<p>31 Scoreboard Nut</p>  <p>HDS031 x4</p> <p>STEP 9</p>		

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

INCLUDED TOOLS



RECOMMENDED TOOLS

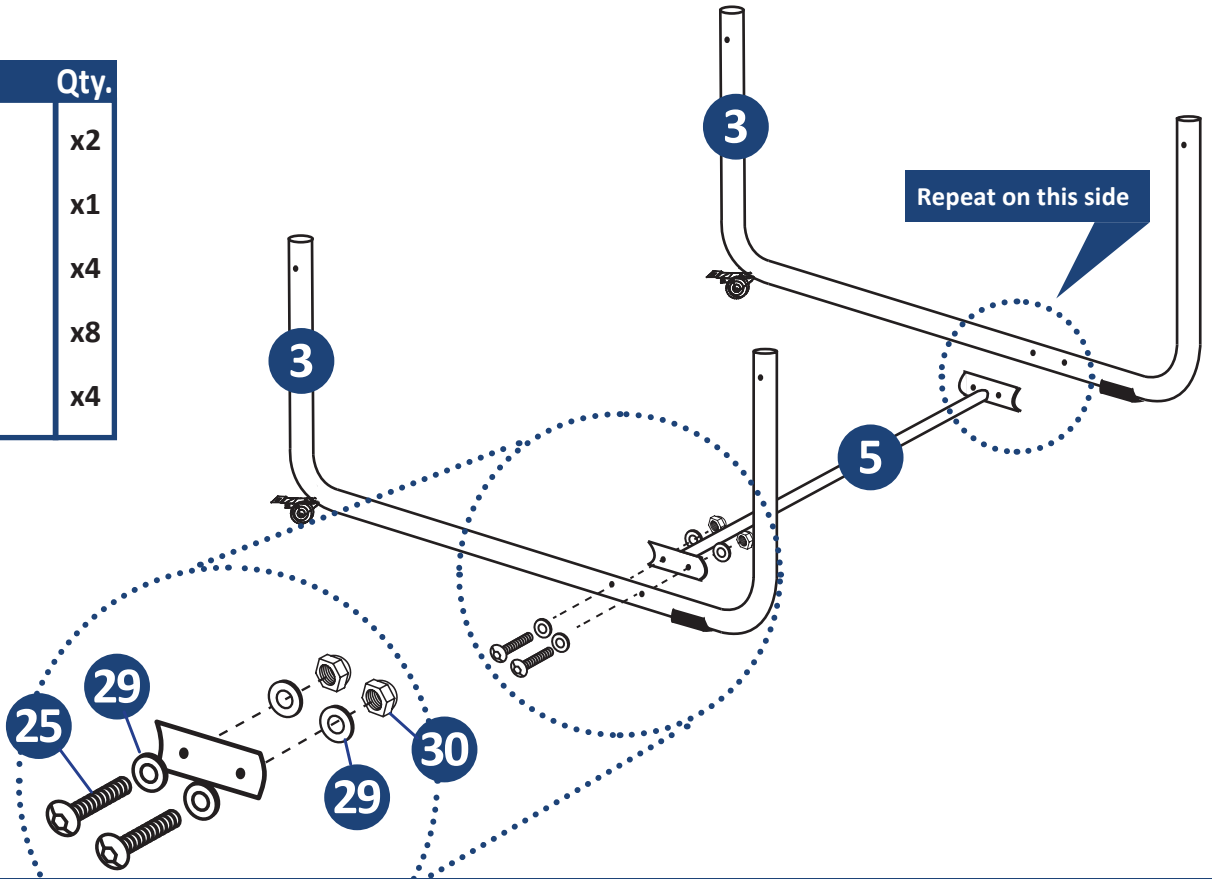


CAUTION: DO NOT OVER TIGHTEN. SET TO VERY LOW TORQUE when using Electric Screwdriver or Power Driver.

POP-A-SHOT

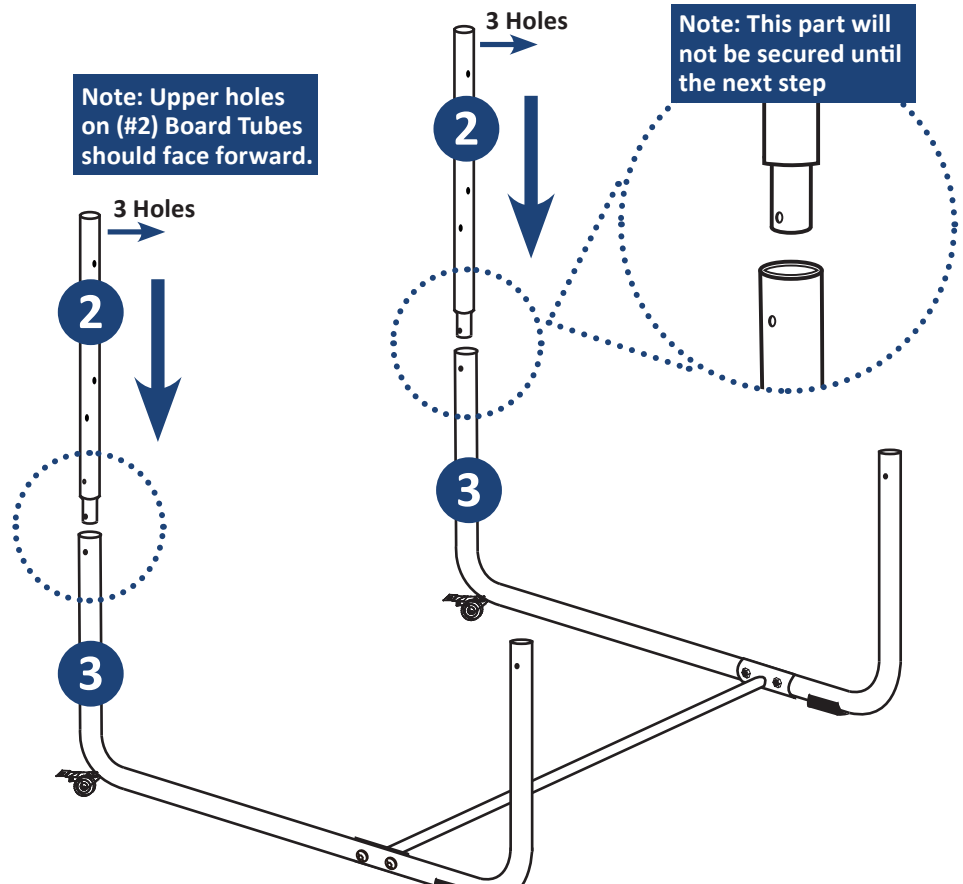
STEP 1

ID#	Name	Qty.
3	Base Tube	x2
5	Connector Tube	x1
25	Bolt	x4
29	Washer	x8
30	Nut	x4



STEP 2

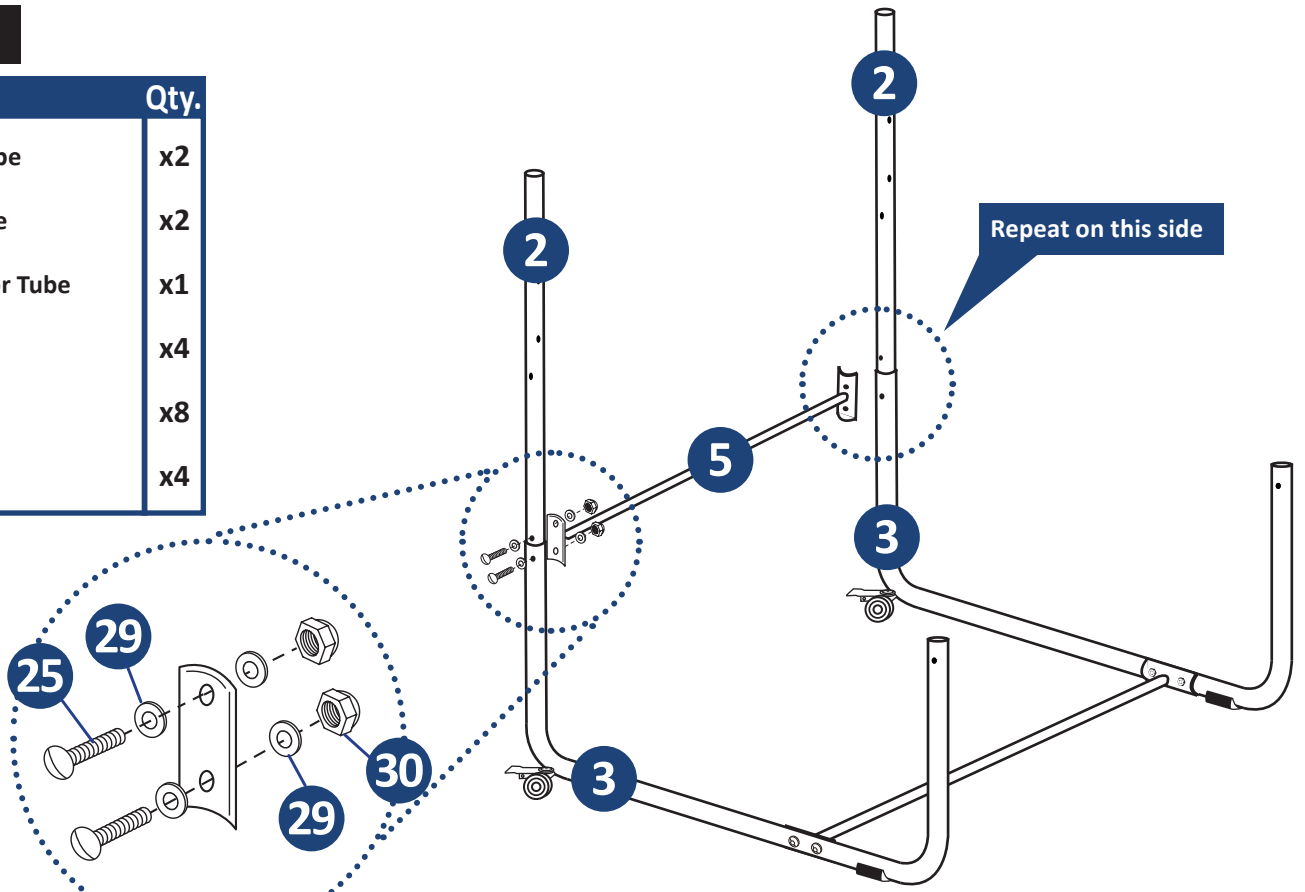
ID#	Name	Qty.
2	Board Tube	x2
3	Base Tube	x2



POP-A-SHOT

STEP 3

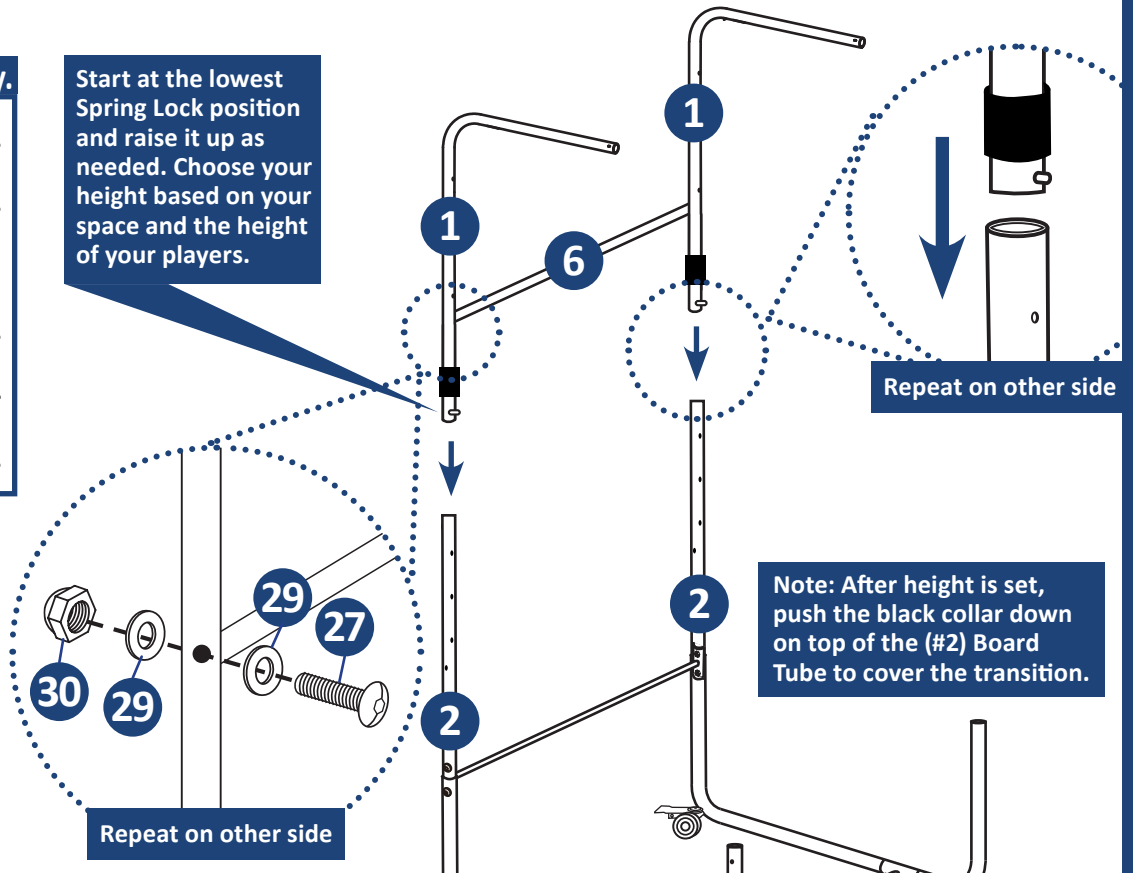
ID#	Name	Qty.
2	Board Tube	x2
3	Base Tube	x2
5	Connector Tube	x1
25	Bolt	x4
29	Washer	x8
30	Nut	x4



STEP 4

ID#	Name	Qty.
1	Top Tube	x2
2	Board Tube	x2
6	Cross Tube	x1
27	Cross Bolt	x2
29	Washer	x4
30	Nut	x2

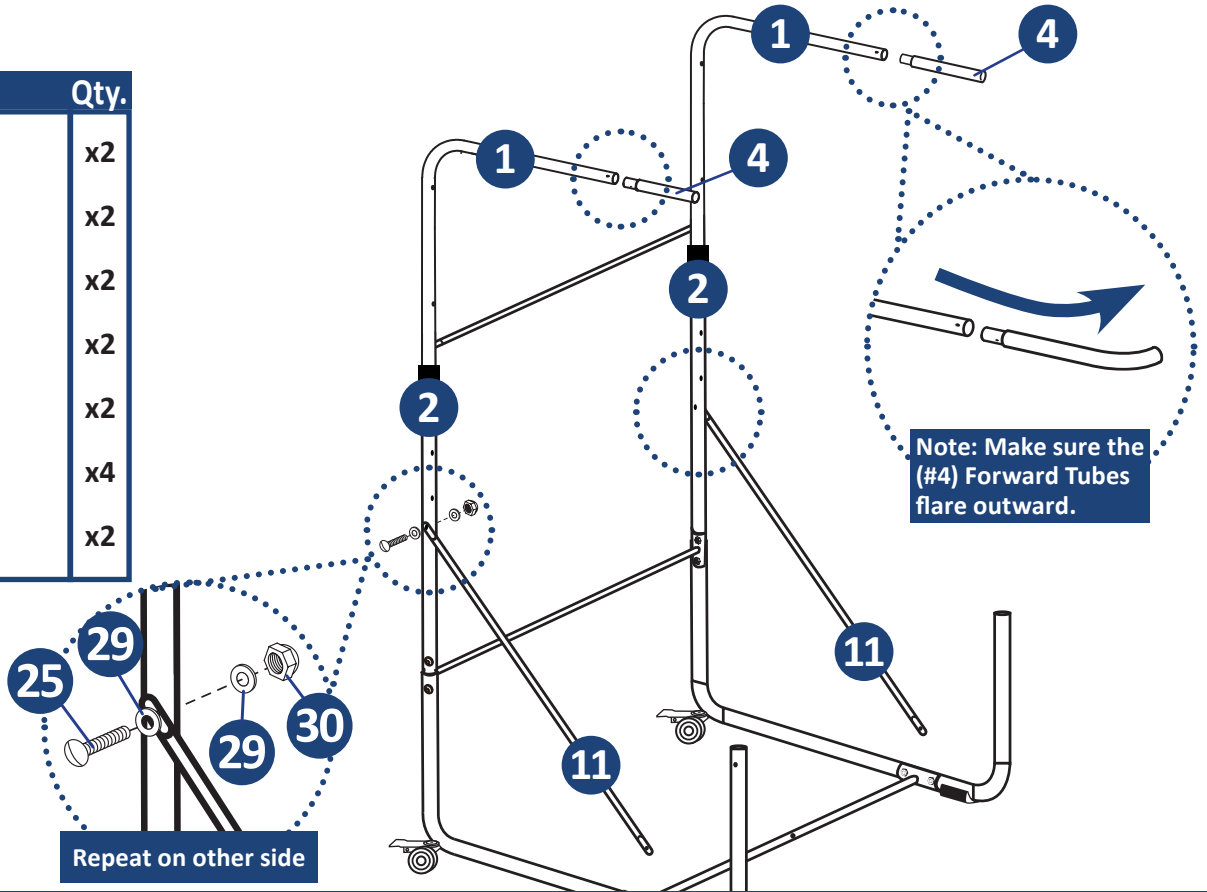
Start at the lowest Spring Lock position and raise it up as needed. Choose your height based on your space and the height of your players.



POP-A-SHOT

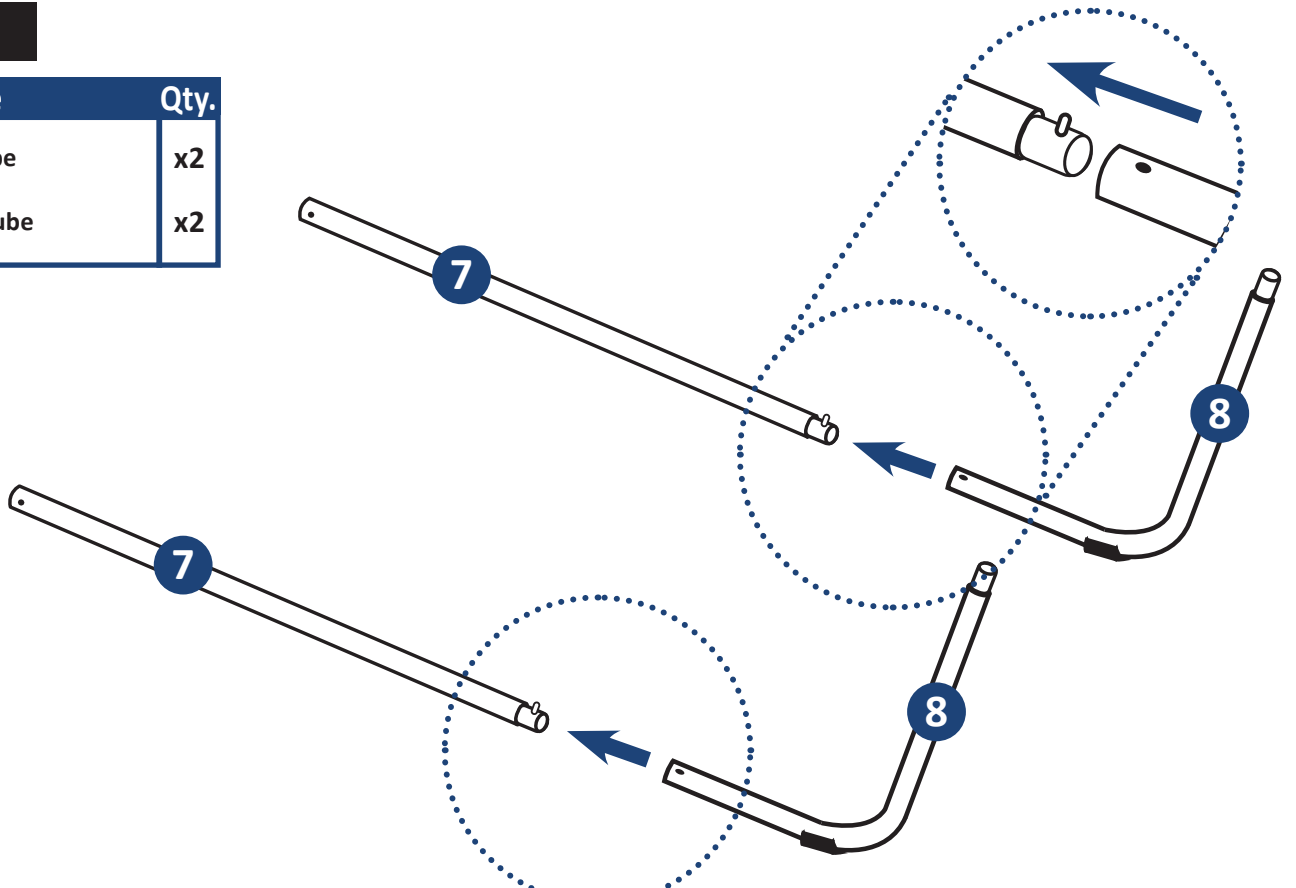
STEP 5

ID#	Name	Qty.
1	Top Tube	x2
2	Board Tube	x2
4	Forward Tube	x2
11	Side Arm	x2
25	Bolt	x2
29	Washer	x4
30	Nut	x2



STEP 6

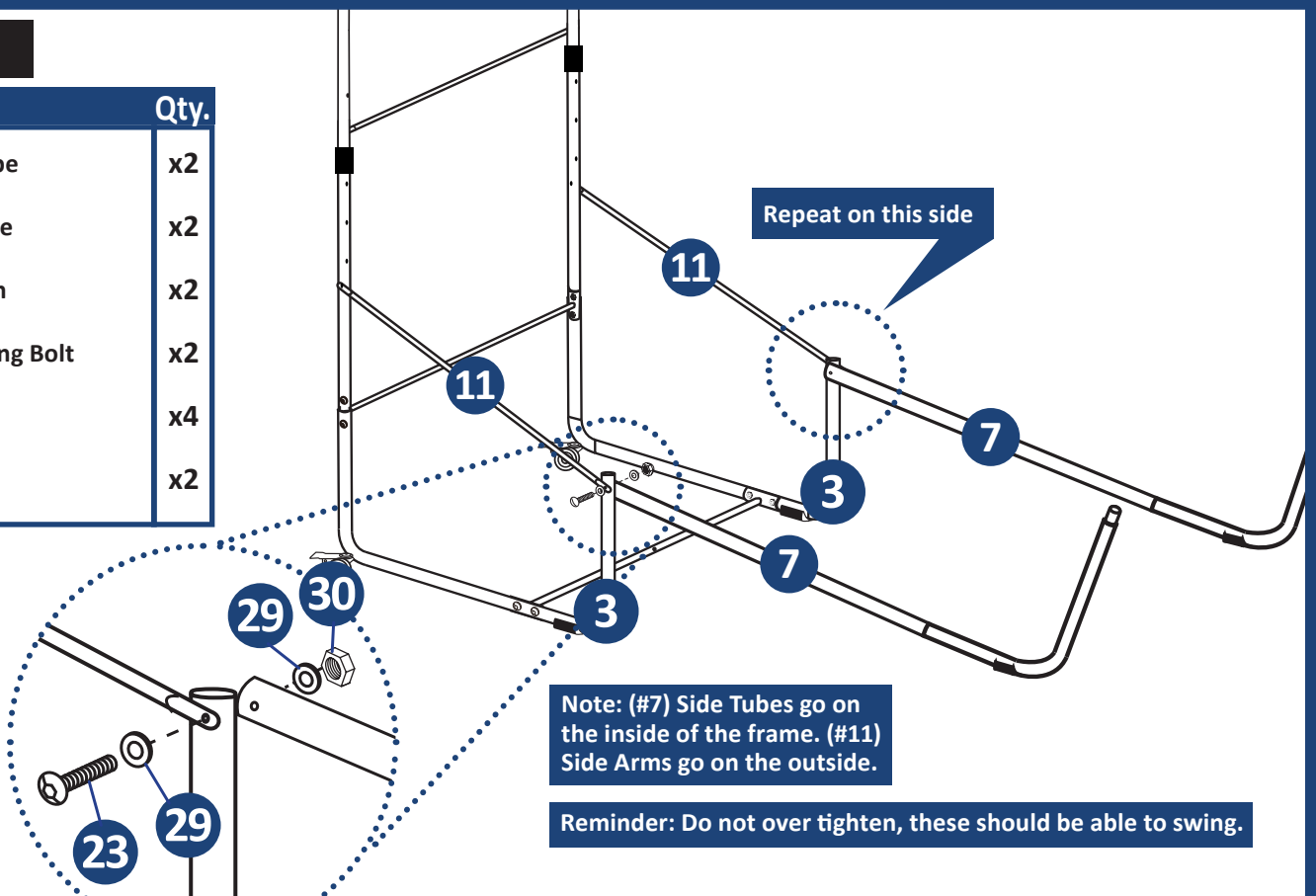
ID#	Name	Qty.
7	Side Tube	x2
8	Ramp Tube	x2



POP-A-SHOT

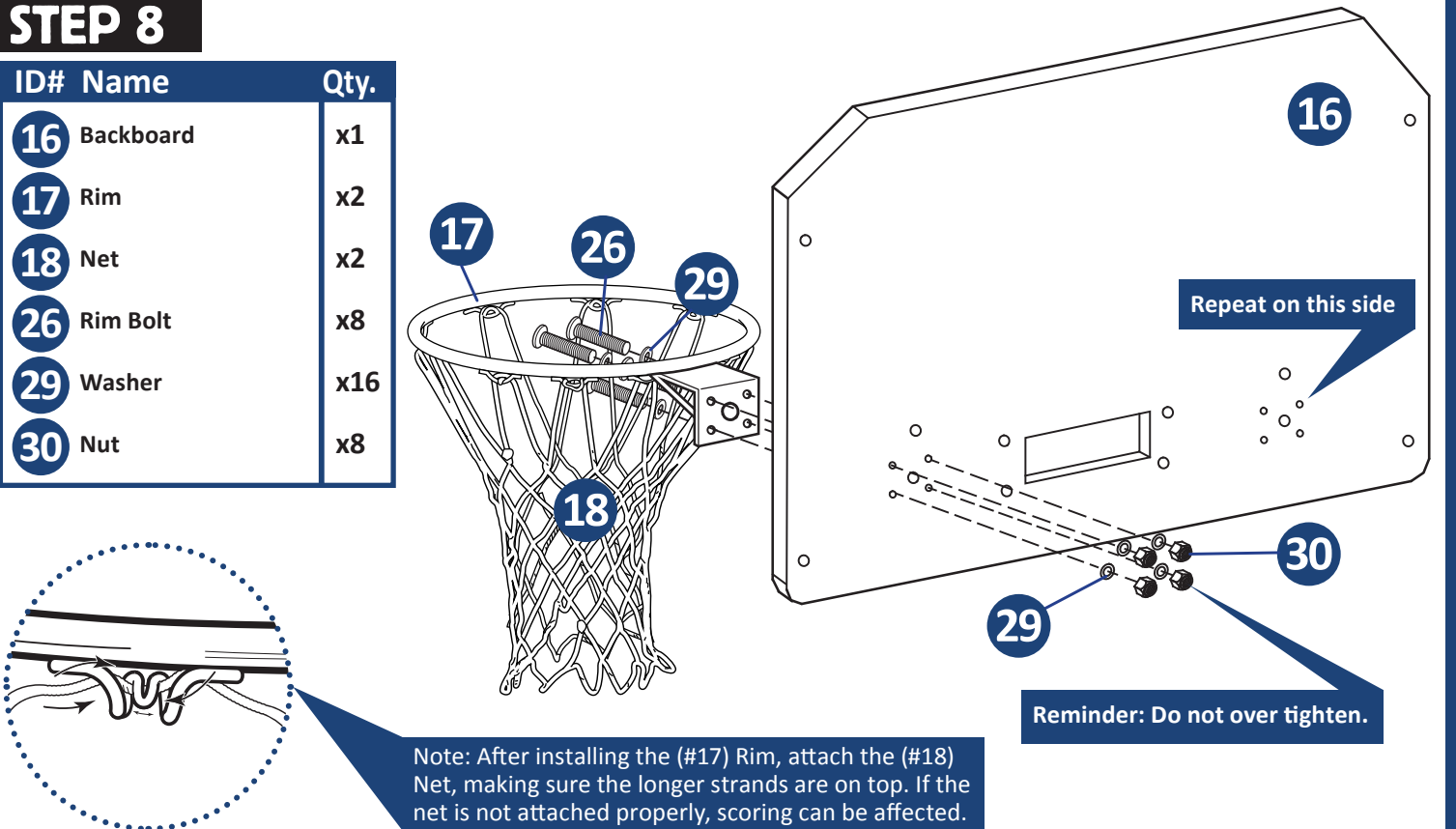
STEP 7

ID#	Name	Qty.
3	Base Tube	x2
7	Side Tube	x2
11	Side Arm	x2
23	Extra Long Bolt	x2
29	Washer	x4
30	Nut	x2



STEP 8

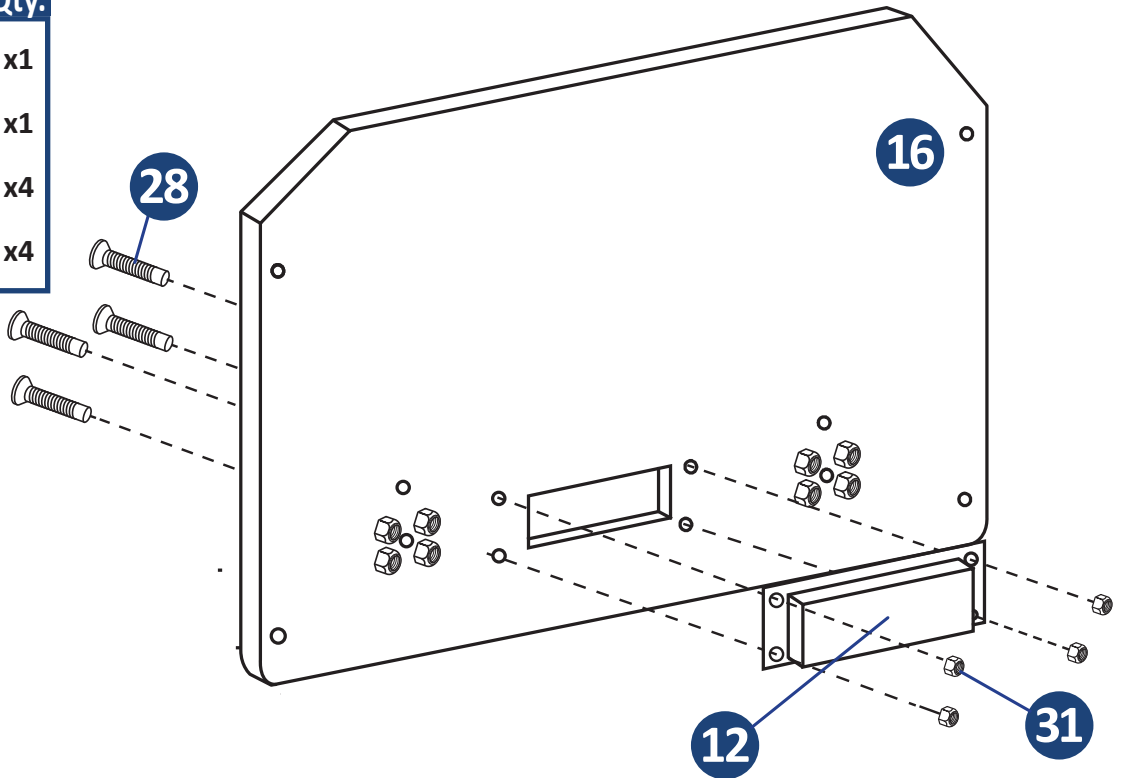
ID#	Name	Qty.
16	Backboard	x1
17	Rim	x2
18	Net	x2
26	Rim Bolt	x8
29	Washer	x16
30	Nut	x8



POP-A-SHOT

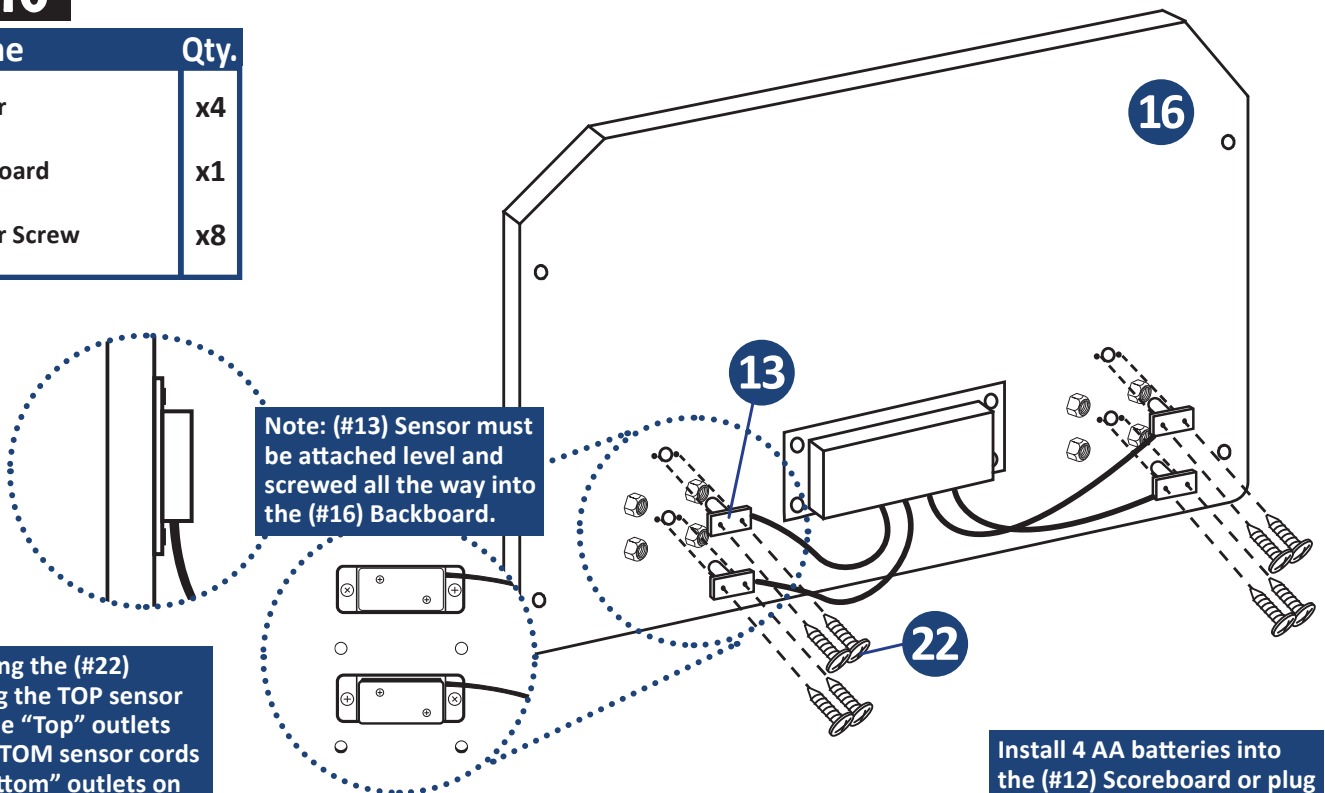
STEP 9

ID#	Name	Qty.
12	Scoreboard	x1
16	Backboard	x1
28	Scoreboard Bolt	x4
31	Scoreboard Nut	x4



STEP 10

ID#	Name	Qty.
13	Sensor	x4
16	Backboard	x1
22	Sensor Screw	x8



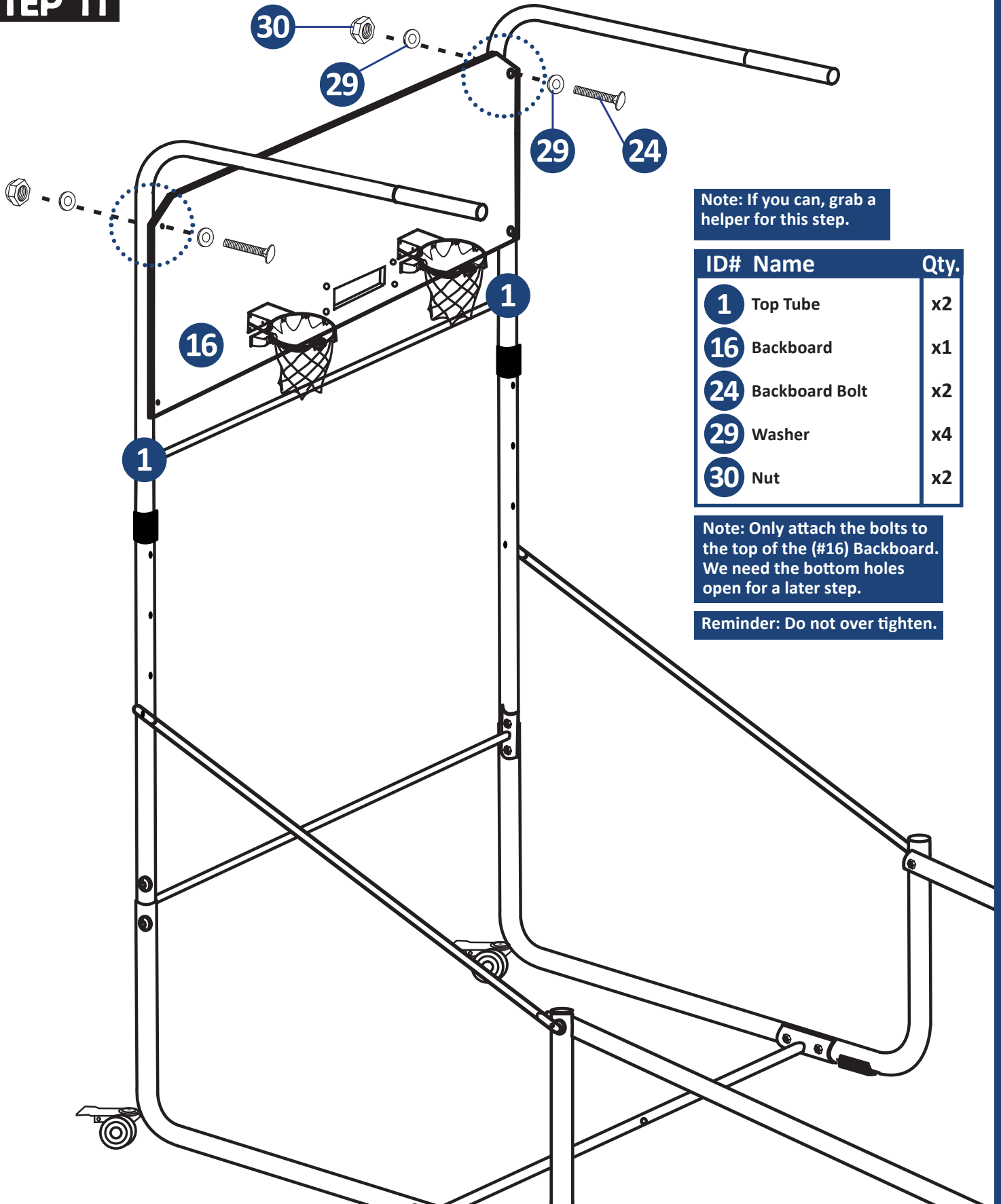
Note: (#13) Sensor must be attached level and screwed all the way into the (#16) Backboard.

After installing the (#22) Sensors, plug the TOP sensor cords into the "Top" outlets and the BOTTOM sensor cords into the "Bottom" outlets on the (#12) Scoreboard.

Install 4 AA batteries into the (#12) Scoreboard or plug in the (#15) Power Adapter.

POP-A-SHOT

STEP 11



Note: If you can, grab a helper for this step.

ID#	Name	Qty.
1	Top Tube	x2
16	Backboard	x1
24	Backboard Bolt	x2
29	Washer	x4
30	Nut	x2

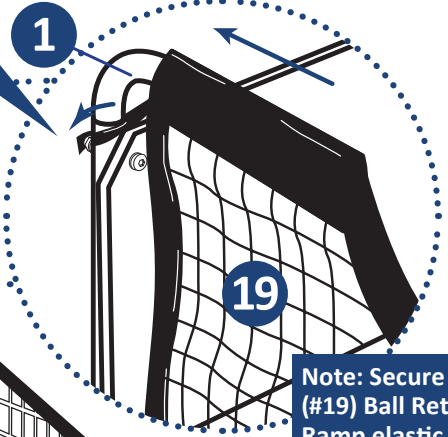
Note: Only attach the bolts to the top of the (#16) Backboard. We need the bottom holes open for a later step.

Reminder: Do not over tighten.

POP-A-SHOT

STEP 12

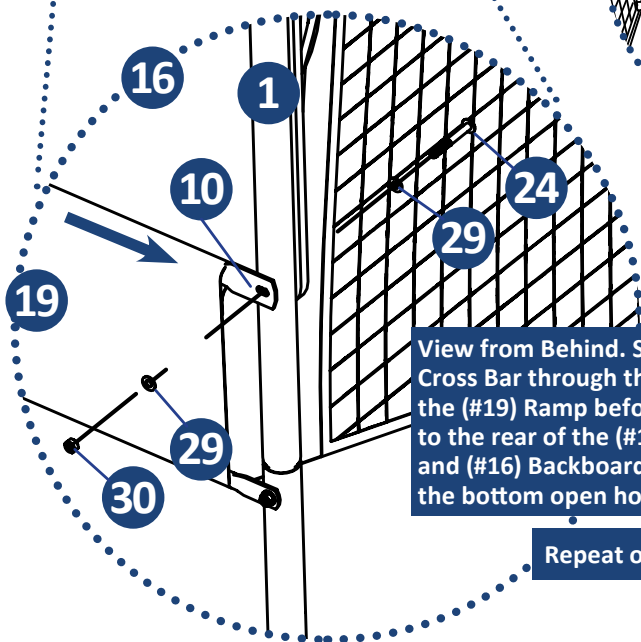
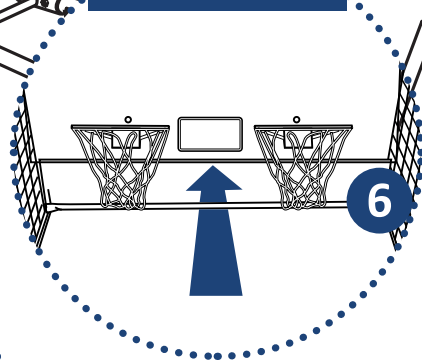
First slide the elastic straps onto (#1) Top Elbow Tube first, then the ramp sleeves.



Note: Secure the (#19) Ball Return Ramp elastic straps over the nuts on rear of (#14) Backboard.

Note: Fabric loops should be on right side when oriented properly.

Pull (#19) Ramp under the (#6) Cross Tube.



View from Behind. Slide (#10) Cross Bar through the sleeve on the (#19) Ramp before attaching to the rear of the (#1) Top Tubes and (#16) Backboard through the bottom open holes.

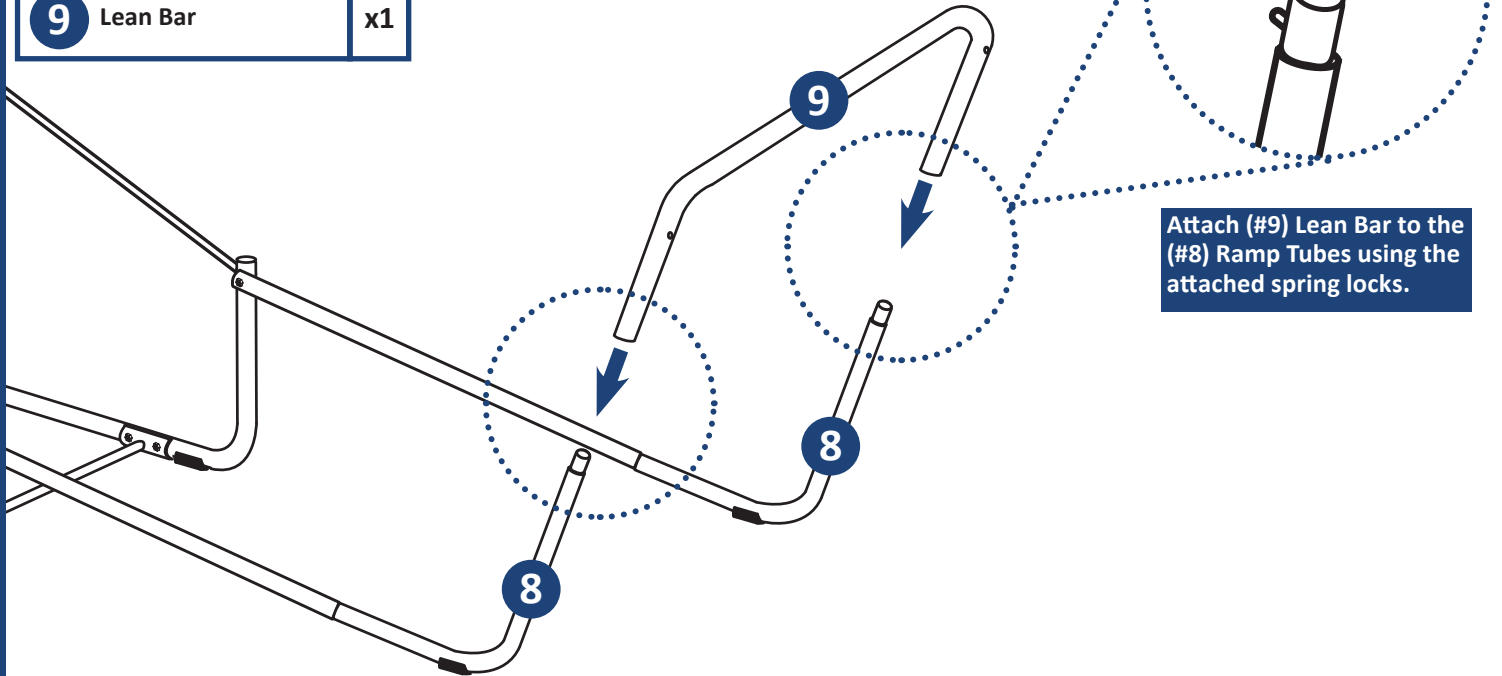
Repeat on other side

ID#	Name	Qty.
1	Top Tube	x2
10	Cross Bar	x1
19	Ball Return Ramp	x1
16	Backboard	x1
24	Backboard Bolt	x2
29	Washer	x4
30	Nut	x2

POP-A-SHOT

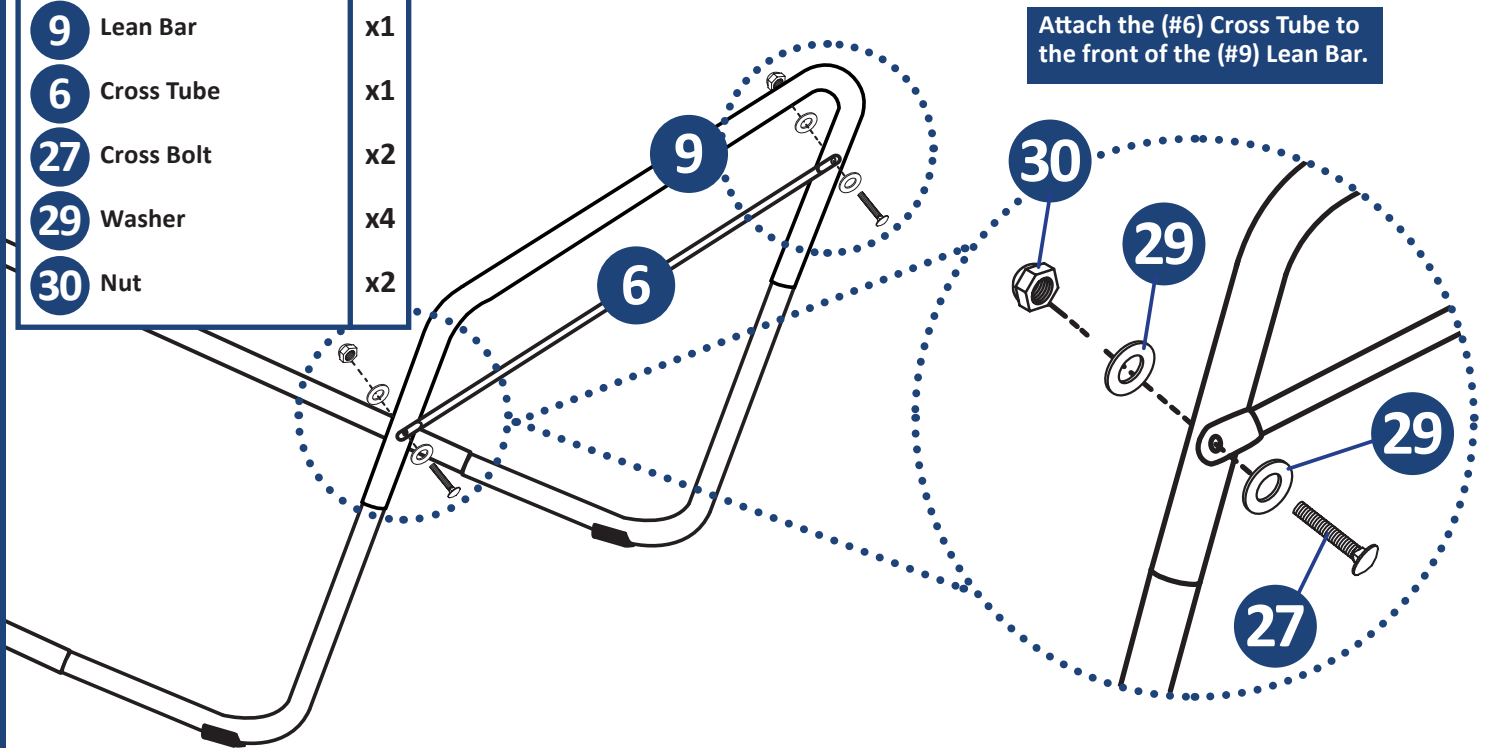
STEP 13

ID#	Name	Qty.
8	Ramp Tube	x2
9	Lean Bar	x1



STEP 14

ID#	Name	Qty.
9	Lean Bar	x1
6	Cross Tube	x1
27	Cross Bolt	x2
29	Washer	x4
30	Nut	x2



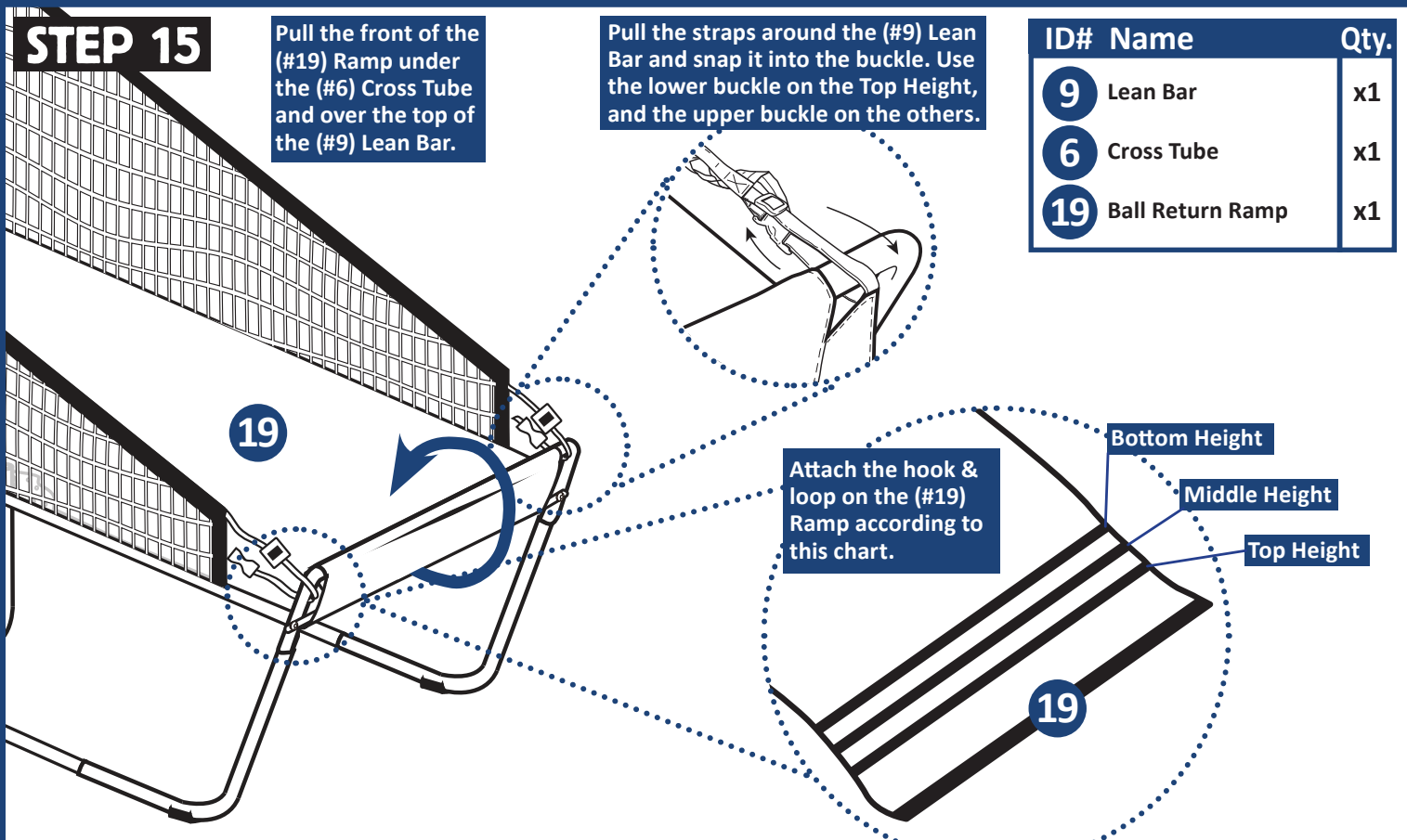
POP-A-SHOT

STEP 15

Pull the front of the (#19) Ramp under the (#6) Cross Tube and over the top of the (#9) Lean Bar.

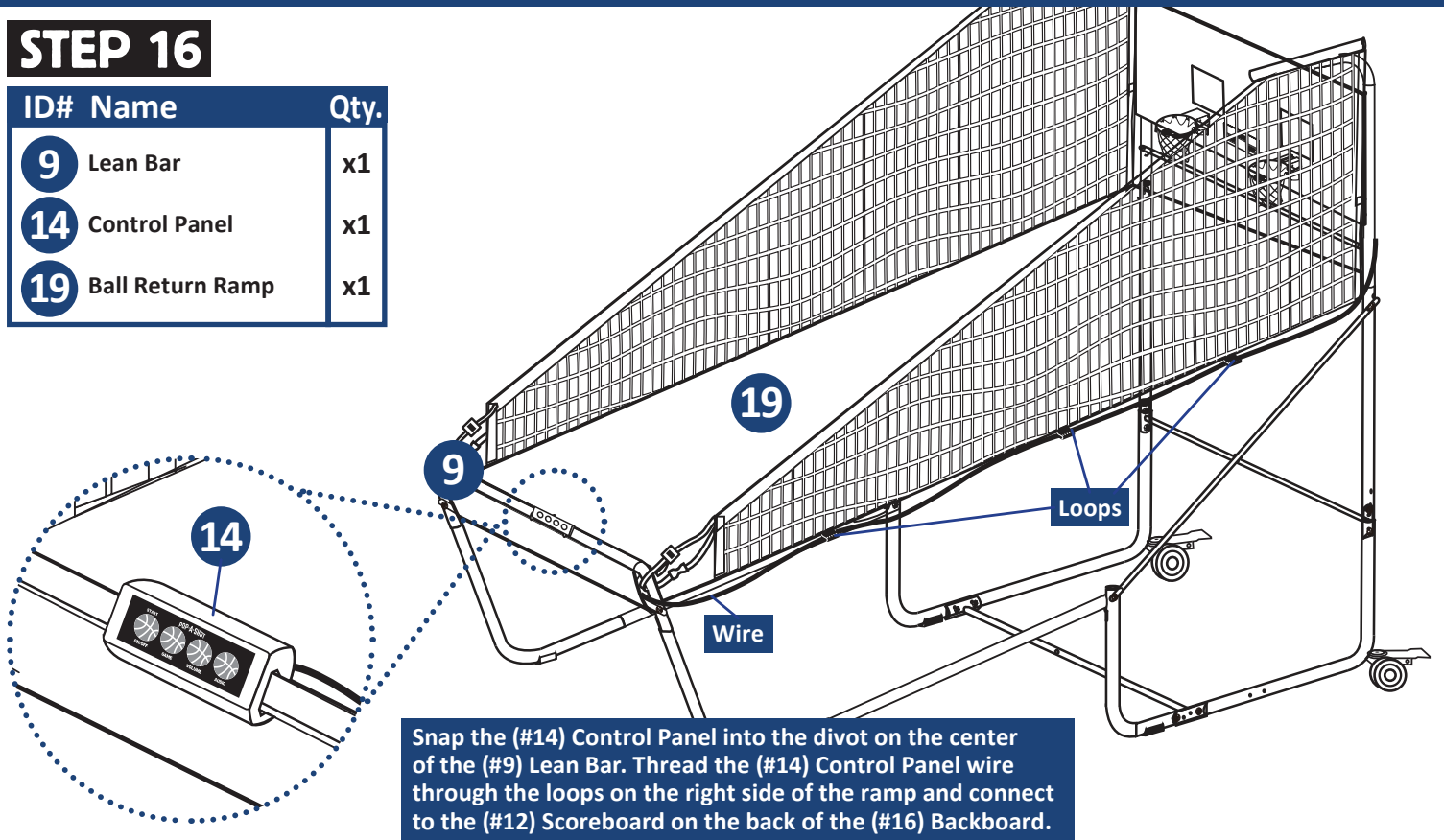
Pull the straps around the (#9) Lean Bar and snap it into the buckle. Use the lower buckle on the Top Height, and the upper buckle on the others.

ID#	Name	Qty.
9	Lean Bar	x1
6	Cross Tube	x1
19	Ball Return Ramp	x1



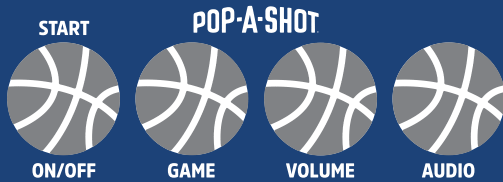
STEP 16

ID#	Name	Qty.
9	Lean Bar	x1
14	Control Panel	x1
19	Ball Return Ramp	x1



Snap the (#14) Control Panel into the divot on the center of the (#9) Lean Bar. Thread the (#14) Control Panel wire through the loops on the right side of the ramp and connect to the (#12) Scoreboard on the back of the (#16) Backboard.

CONTROL PANEL OPERATION



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

SELECT GAME: Press **GAME** to select one of the 16 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

Push **GAME** until desired Game Number is displayed, then press **START** to begin.

For Games 1-9 (except 6) and Game 16

Announcer and clock will count down to start. Baskets are 2 points until final :10 when they're 3 points.

1. Standard: 2 Players/:30

Bonus: :15 extra at 30 points; :10 extra at 60 points

2. Overtime: 2 Players/1:00

Bonus: :15 extra at 50 points; :10 extra at 80 points

3. Sudden Death: 2 Players/:15

Bonus: :15 extra at 20 points; :10 extra at 40 points

4. Intermediate: 2 Players/:45

Bonus: :15 extra at 40 points; :10 extra at 70 points

5. Solo: 1 Player/:30

Only one basket is active

Bonus: :15 extra at 30 points; :10 extra at 60 points

6. Free Play: 1-2 Players/No clock

All baskets count 2 points

Continued →

GAME OPTIONS (Continued)

7. Team: 2 Players/:30

Combined score of players is shown on both scoreboards

Bonus: :15 extra at 30 points; :10 extra at 60 points

8. Cross Court: 1/2 Players/:30

Player 1 goes first and shoots at basket displaying score/active basket will change

9. Crisscross: 2 Players/:30

Players shoot at their opponent's basket

Score is displayed on shooter's side

10. Skeet Shooting: 1 or 2 Players

Announcer says "Shoot", then have :03 to make basket

11. Sharp Shooter: 1 Player

Announcer says "Left" or "Right", then have :03 to make a shot in that basket

12. Double or Nothing: 2 Players/:15

First basket counts for 2 points, then each subsequent basket counts for double

If no basket is made within :03, next basket is 2 points

13. Scoring Streak: 2 Players/:30

If no shot made during :03, streak is broken

14. Tug of War: 2 Players

For each made basket, that player gets 2 points and other player gets -2

First player to 10 points wins

15. Around the World: 2-4 Players

First player to make 10 shots wins

16. Tournament: 2-4 Players

Player 1 vs. Player 4, then Player 2 vs. Player 3; winners play in Finals