# ASSEMBLY INSTRUCTIONS Item: W8164

Winanut

## 1. POLE ASSEMBLY

Insert push buttons into top and middle pole sections. Make sure buttons protrude through holes as shown in Figure 1. Detail A. Assemble the pole sections as follows:

☐ Plastic Can

Top

Section

Push

Middle

Section

Button

Bottom

Section

Pole

Anchor

Detail A

Figure 1

Button

First Hole

A. Insert the top pole section into the middle pole and the middle pole into the bottom pole by aligning the holes and push buttons. See Figure 1.

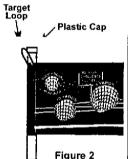
B. Depress each push button and slide poles together until the button snaps through the hole in its mating pole section.

TIP: Don't put plastic caps on top pole sections until after Playing Field Target has been attached

TIP: Don't use pole anchors on poles until step 5 of instructions is beaun.

# 2. PLAYING FIELD TARGET ATTACHMENT

Slide Playing Field Target sleeve over top section of assembled pole keeping Target loop on outside of pole. See Figure 2. Plastic cap can now be placed on top pole.



## 3. TOP GUIDE ROPE **ATTACHMENT**

upward and insert evebolt. with long guide rope and pre-attached tension clips and stakes, through loop and as shown in Figure 3. Secure with wingnut.

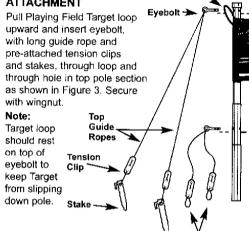


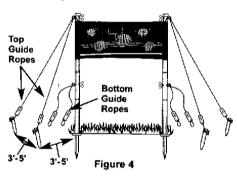
Figure 3

4. BOTTOM GUIDE ROPE ATTACHMENT

Insert eveboit, with short quide rope and preattached tension clips. through hale in middle pole section and secure with wingnut as shown in Figure 3.

## 5. PLAYING FIELD TARGET SET UP

Stretch assembled Playing Field Target and poles across playing area until net is taught. Press pole anchors into ground where poles touch ground. Slip poles onto anchors. Holding poles in vertical position, press guide rope stakes into ground at 45° angle, 3' to 5' from pole and 3' to 5' apart. Make sure hooks on stakes are facing away from poles. See figure 4.



### 6. BOTTOM GUIDE ROPE SET UP Make loop on bottom guide rope tension clip large enough to slip over stake already in ground. Make sure quide rope loop is placed under stake hook as shown in Figure 5. Ground MOMMEN Stakes Top Guide Rope Bottom Guide Rope Ground Stake TIP: After Playing Field Hook Target is completely assembled, you can adjust Target tension by sliding tension clips up or down Figure 5 along quide ropes.

## 7. PLAYING FIELD TARGET **HEIGHT ADJUSTMENT**

Bottom Guide

Ropes

Target Loop

The height of the Playing Field Target can be adjusted by depressing the push buttons on the middle pole sections and raising or lowering the poles until the push buttons are aligned with the holes in the bottom sections.

Note: To adjust height to shorter setting, you will need to remove bottom guide ropes from poles.

## 8. FOOTBALLS

Use the enclosed pump to Inflate the four footballs supplied with Backvard Challenge Football and you're ready for the "Challenge".

> Please be sure to visit our website at www.regent-halex.com to register your purchase for warranty service and special offers.

## **BACKYARD CHALLENGE FOOTBALL RULES**

### Object of the Game

Score more points then your opponent by throwing the footballs into the pockets of the Playing Field Target.

#### Game Overview

Play on your own, one on one, two on two or four on four. Played with the same rules and strategy the Pro's use. March down the field by throwing for vardage or throw the big pass for the touchdown.

#### Rules of the Game

- 1. After assembling the set as per the instructions, establish a throwing line in front of the Playing Field Target. (The throwing line can be placed at any distance based on your skill level.)
- 2. Toss a coin to see which team goes first. The winner of the coin toss is also the Home Team.
- 3. The game is started on the 20-vard line of the Home Team.
- 4. The Home team steps up to the throwing line and has four chances (downs) to throw the footballs into the pockets of the playing field target to get a first down or a touchdown.
- 5. The strategy for this game is the same as Pro football. Here are your options:
- A. Throw the football into the 5-yard pocket. In this case a team would need to throw 2 footballs in this pocket to get a first down.
- B. Throw the football into the 10-yard pocket. In this case the team gets a first down.
- C. Each time a team gets a first down they get four more chances or downs.
- D. If and only if a team has advanced to the 50-yard line by throwing first downs, they then have the option to throw for a Field Goal for 3 points if desired. If a Field Goal is thrown the team gets 3 points, the ball then goes to the other Team and they start on their own 20-yard line.
- E. Throw the football into the touchdown pocket. In this case, the team gets 6 points and gets one chance to throw another football for an extra point. If completed, the team now has a total of 7 points. If the extra point is missed, the team retains their 6 points. The ball then goes to the other Team and they start on their own 20-vard line.
- F. You only have 4 chances (downs) to get a first down or score a touchdown. If you have thrown 3 footballs and have not scored a touchdown or gotten any yardage, you have the option not to throw your last football, this is Punting the ball. If you punt, your opponent then gets the ball on their own 20-yard line. If you decide not to punt on 4th down and don't get a first down or score a touchdown, your opponent gets the ball at your yardage marker. Example: You are on your 20-yard line and after 4 downs you have not gained any yardage or scored a touchdown. Your opponent then gets the ball on your 20-yard line and has only 20 yards to go to score a touchdown instead of 80 yards to go if you had Punted the ball on your fourth down.
- 6. The winner of the game is the first team to score 21 points.

Tip: Use the enclosed scorecard to keep track of vardage and touchdowns.