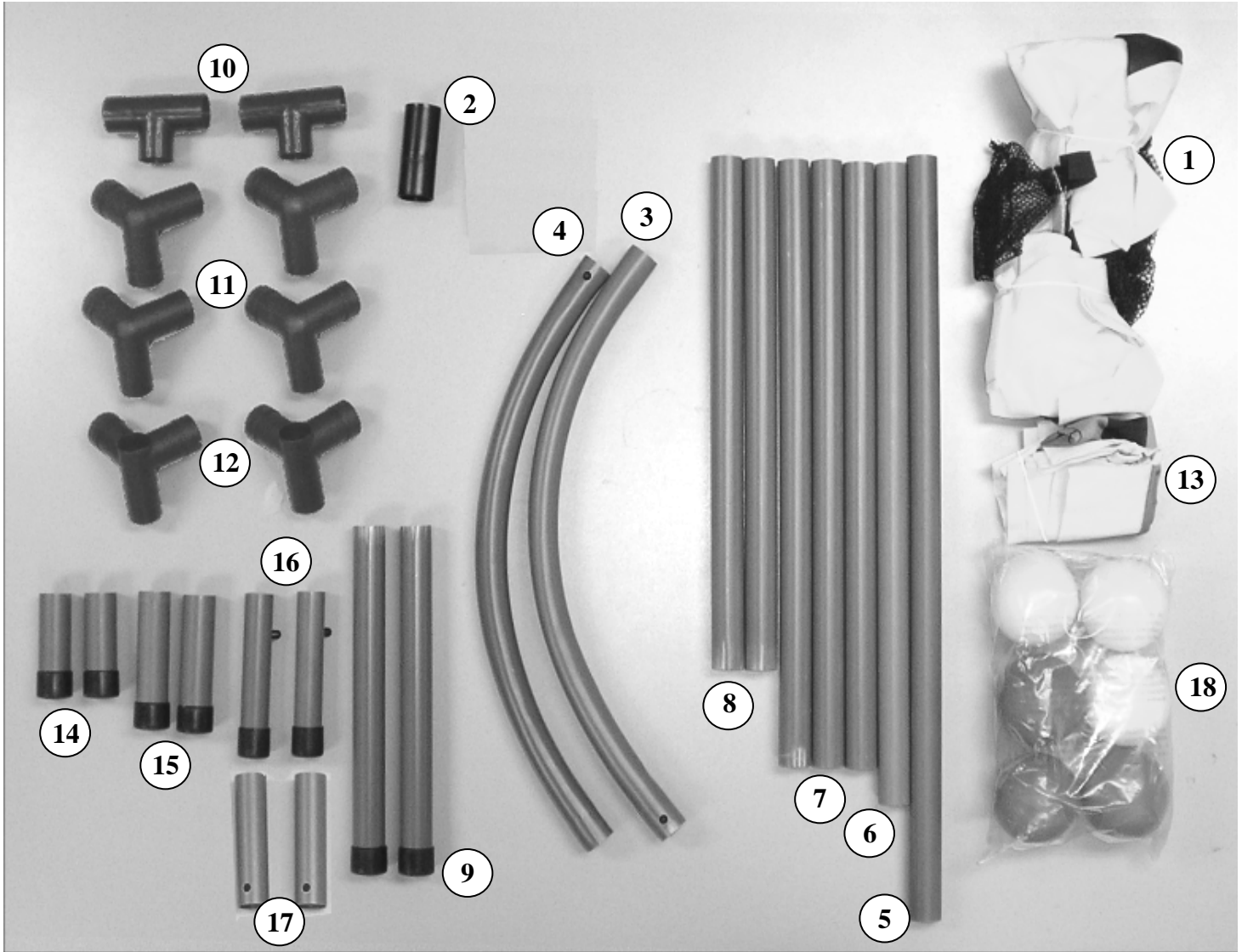


W10392 Rebound Skii Ball Assembly Instructions



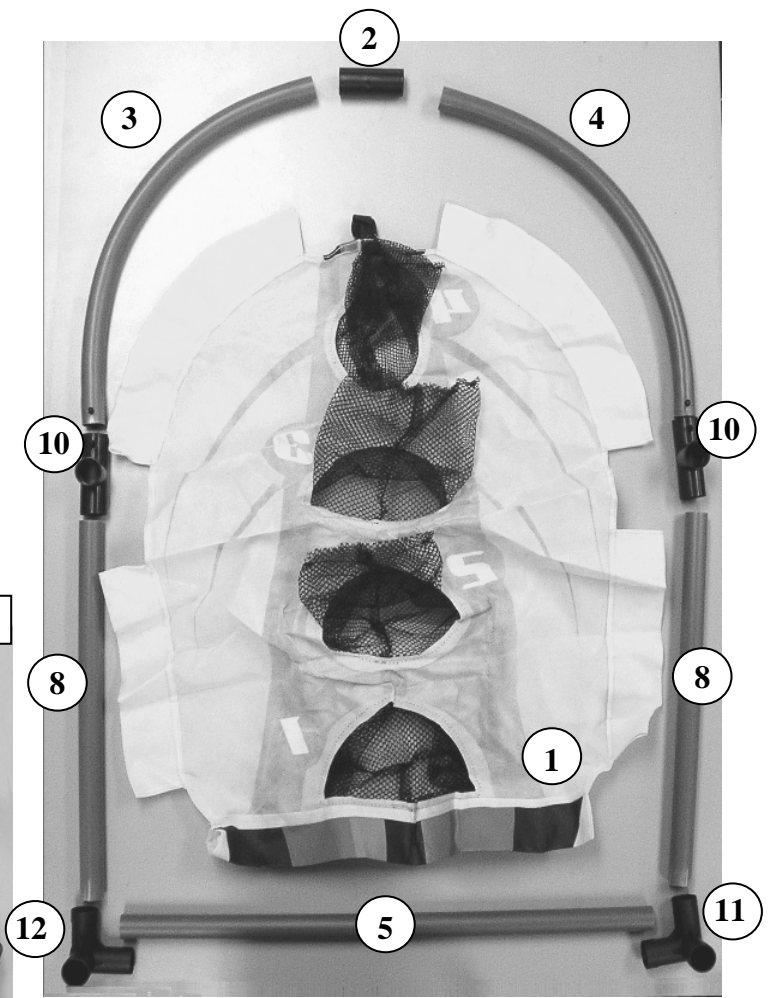
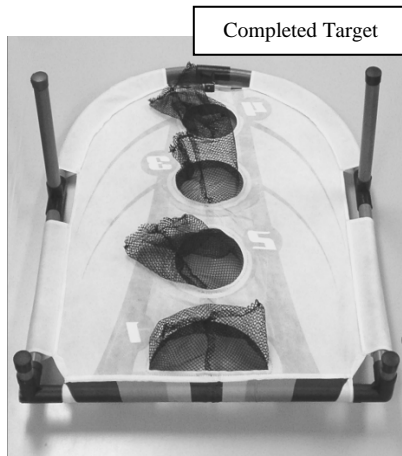
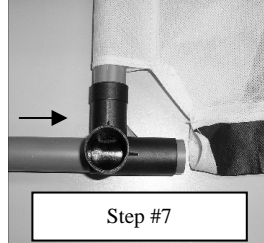
Contents:

Item #	Qty	Description	Item #	Qty	Description
1	1	Large Fabric Target with Mesh	10	2	T Connector with Hole
2	1	Joint Connector	11	4	3 Way Connector
3	1	Curved Left Pole w/ Pin	12	2	3 Way Connector w/ Pass Through
4	1	Curved Right Pole w/ Pin	13	1	Bounce Target
5	1	XL Pole	14	2	Short Legs
6	1	Long Pole	15	2	Medium Legs
7	3	Medium Pole	16	2	Bottom Adjustable Legs
8	2	Short Pole	17	2	Top Adjustable Legs
9	2	Long Legs	18	6	Balls

Large Target Assembly

Note: This target is assembled upside down and with the target graphics facing down. Target will be flipped over for use.

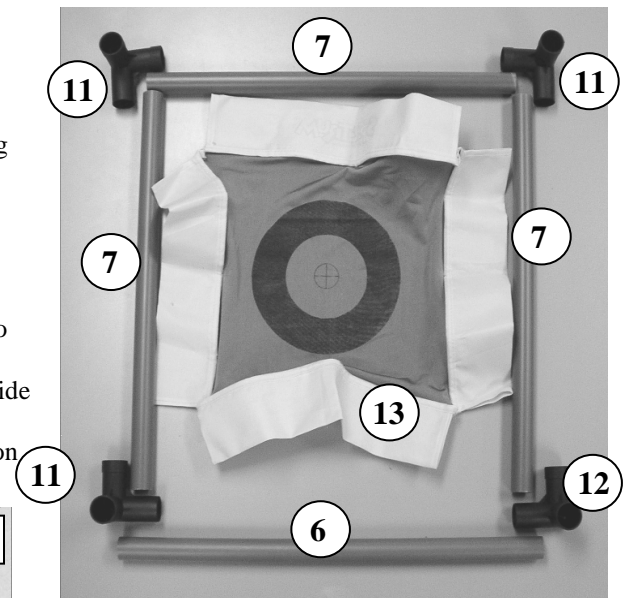
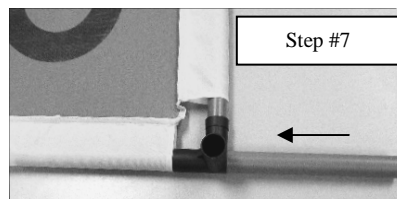
1. Using the indicated parts layout the indicated items as shown.
2. Slide curved poles, items 3 and 4, into the pockets at the top of the target (1). Connect them together with the joint (2).
3. Attach a T connector (10) to the bottom of the curved poles (3) and (4), align such that the pin in the poles pops into the hole in the connectors.
4. Slide the short poles (8) up through the pockets in the target and into the T connectors (10).
5. Attach a 3 Way Connector (11) to pole (8) on the right side.
6. Attach the 3 Way Connector with Pass Through (12) to the pole (8) on the left side.
7. Slide pole (5) through pass through part of (12), through the pocket on the bottom of the target (1) and into the 3 Way Connector (11).
8. Install the short legs (14) into the 3 way connectors (11) and (12) at the bottom of the target and the long legs (9) into the T connectors (10) in the middle of the target.



Bounce Target Assembly

Note: This target is assembled upside down and with the target graphics facing down. Target will be flipped over for use.

1. Using the indicated parts layout the indicated items as shown.
2. Slide a medium pole (7) through the pocket in the top of the bounce target (13).
3. Attach a 3 Way Connector (11) to each end of the same medium pole (7).
4. Slide a medium pole (7) through each side pocket of the target (13) and into the 3 Way Connectors (11).
5. Attach a 3 Way Connector (11) to the medium pole (7) on the left bottom side of the target.
6. Attach a 3 Way Connector with slide through (12) to the medium pole (7) on the bottom right side of the target.
7. Slide the long pole (6) through the pass through of the 3 Way connector (12), through the pocket in the bottom of target (13) and into the 3 Way connector (11).
8. Insert a medium leg into the 3 Way



Connectors (11)

- and (12) at the bottom of the target.
9. Slide the top of the adjustable legs (17) over the bottom of the adjustable legs (16). Align the pin of the in the legs (16) such that it pops into the holes in (17) to create 2 adjustable leg assemblies.
10. Insert an adjustable leg assembly into each 3 Way Connector (11) at the top of the bounce target.



Set-Up for Play

1. Flip both the large scoring target and the bounce target over so that the graphics are facing the players and the targets are on their legs. Position the bounce target a few inches in front of the scoring target approximately as shown in the image to the right.
2. Using floor tape or some other means, create a foul line from which players must toss their balls about 3 to 4 feet from the closest edge of the bounce target.

Play and Scoring

1. A round of play is when all 6 balls have been thrown. In the first round the youngest player goes first in the first round.
2. Players stand behind the foul line, toss or throw a ball at the bounce target with the goal of having it rebound off the bounce target and into one of the pockets on the scoring target. The first player throws their 3 balls, followed by the 2nd player. Ball must hit the bounce target first and cannot be tossed directly at the scoring target.
3. Players earn points for each ball that is in a pocket at the end of a round. Players get 1 point for a ball in the pocket next to the number 1 on the target, 2 points for balls in the 2 pocket, 3 points for ball in the 3 pocket and 4 points for balls in the 4 pocket.
4. After the first round, the player with the fewest points goes first.
5. The first player with a total 31 or more points at the end of a round wins the game. If both players have more than 31 points, then the player with the most points wins. If both players have more than 31 points and have the same number of points, then a tie breaker ball is through by each player. The older player tosses their ball first, followed by the younger player. The player with the most points on that one ball wins the game. Tie breaker tosses continue until one player wins.

Variations / Options – Use one or more of these variations or add your own. Just make sure both players agree to and know the rules before the start of play to avoid conflicts.

1. Play to a higher point total like 41 or 51.
2. Cancellation – balls in the same pocket from opposing players at the end of a round cancel one another. One ball cancels one ball. If one player has 2 balls and another has 1, then the player with 2 would earn points for 1 of their balls in that pocket.
3. Remove each player's balls from the pockets after their half of a round is over.
4. Change the height of the legs on the bounce target. Either change the adjustable legs so that they are shorter or try switch the leg locations so that the adjustable legs are in the front.
5. Move the bounce target further away from the scoring target or move the foul line further away from the bounce target to increase the difficulty to score.
6. Play the game without the bounce target and just let players toss their balls directly at the scoring target to make the game easier to play.



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Revision - Original