

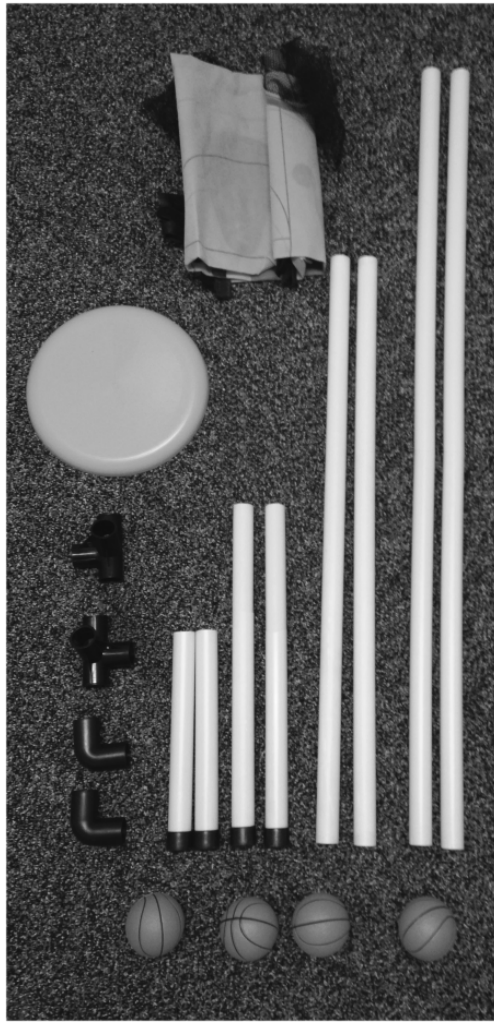
## W12403 Bounce Basketball

### Assembly Instructions:

#### Contents:

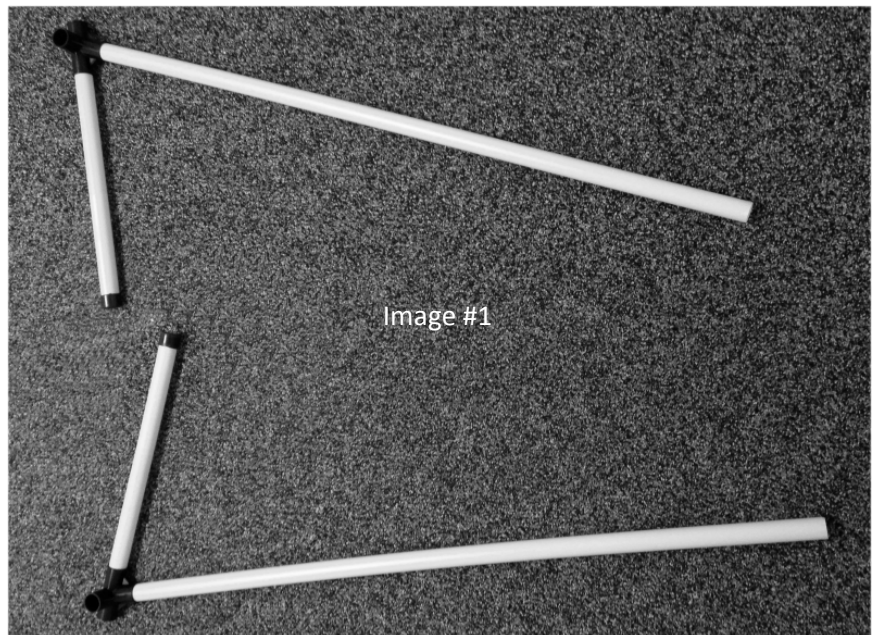
- 2 - Targets (Main Target & Backstop)
- 1 - Bounce Disc (9")
- 1 - Right "R" 4-Way Connector
- 1 - Left "L" 4-Way Connector
- 2 - Elbows
- 4 - Foam Basketballs (2-3/8")

- 2 - Long Poles (38-5/8")
- 2 - Medium Poles (28-1/4")
- 2 - Back Legs (15")
- 2 - Backstop Supports (9-3/8")

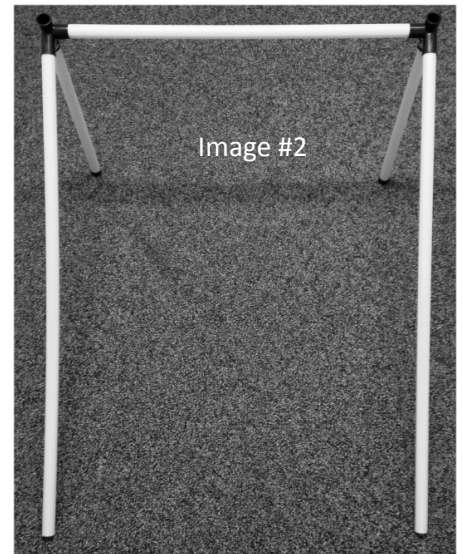


1. Using one long pole, 1 back leg and the 4-Way Connector with an R on it, create a #7 shaped sub-assembly that will form the right side of the target frame. Note that the "R" printed on the connector will be upside down and on the outside when the frame is standing on its legs. (Image #1)

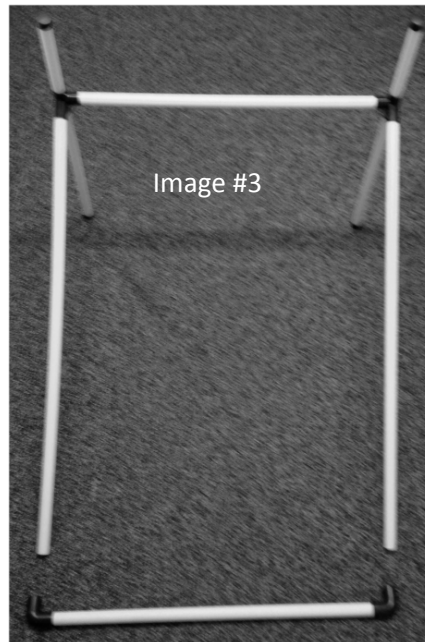
2. Repeat the same process to create the left side of the frame sub-assembly using the "L" 4-Way Connector. The "L" will be upside down and toward the outside when the frame is standing on its legs.



3. Connect the two #7 shaped sub-assemblies together using one medium pole.  
(Image #2)

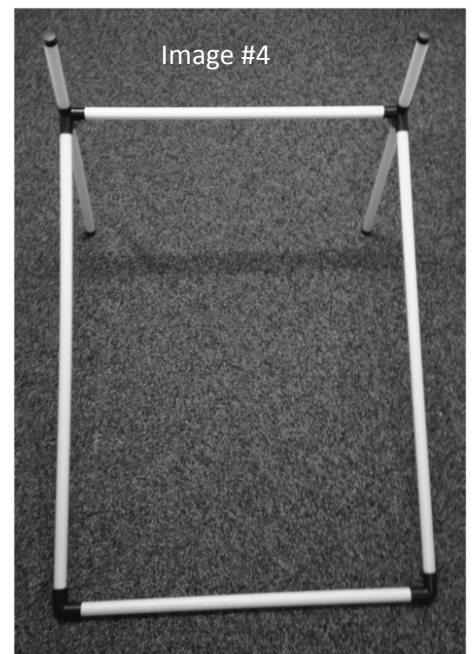


4. Insert the two Backstop Supports into the open ends of the 4-Way Connectors. (Image #3)



5. Attach an Elbow to either end of the remaining Medium pole. (Image #3)

6. Slide the open ends of the Elbows onto the two long poles to complete the frame assembly. (Image #4)



7. Attach the fabric backstop using the 6 Velcro hook and loop fasteners that come pre-attached to the backstop. (Image #5)

8. Attach the main target to the frame using the 16 Velcro hook and loop fasteners that are attached to the perimeter of the target. Start with the fasteners loose around the tubing of the frame and tighten after all fasteners have been attached. (Image #5)



# Bounce Basketball

## Playing Instructions

**Twenty-One** – For 2 or more players. Position the bounce disc (9" Frisbee style disc) about 4" in front of the bottom of the target. Youngest player goes first and players shoot in order of their age. The goal is to score exactly 21 points. To score a point a player must bounce a ball off the disc and into one of the hole. The holes marked with a 2 are worth 2 points and the holes marked with a 3 point are worth 3 points. In this game, each player will shoot all 4 balls one at a time. If a player goes over 21 points on their turn, their score resets to 16 points and the game continues. The first player to score exactly 21 points wins.

### Variations:

1. 21 or More – Allow players to go over 21 points and the first player to score 21 or more wins the game.
2. No Disc – Move the disc to the side and allow players to just bounce the ball off the floor.
3. Move the disc – For a bit more of a challenge, move the disc further away from the target (12 to 24").
4. Toss – Use the disc as a "toss line" behind which players must stand and allow them to try to just toss the balls into the holes. Underhand tosses work best.
5. One at a time – To lessen the advantage of the player going first, have players only take one shot at a time.
6. Beanbags – Switch to small beanbags like our W9766 and have players attempt to toss the beanbags underhanded into the holes.

**HORSE** – For 2 or more players. Youngest player goes first and must specify one of the holes on the target to shoot for and how the shot will be taken. For instance, they could position the bounce disc right against the bottom of the frame and indicate that they will bounce the ball off the disc and into the 2 point hole at the lower right hand corner of the target. If they make the shot as specified, then the next player must make the exact same shot. If they also make the shot, then each successive player must also make the shot until either someone misses or it is again the player's turn that started the game. If a player misses a shot on their turn they get a letter, for the first miss it is the letter "H". For their second miss - "O" and it continues until a player has missed 5 shots, can spell out HORSE, and is at that point out of the game. When a player misses a shot, the next player in line gets to specify the shot that must be made and if successful all subsequent players must now make that shot. If all players successfully make a shot, then the player that specified the current shot gets to make up a new shot. Play continues until all players but one has spelled out HORSE, with the winner being the one that does not spell HORSE. When defining a shot a player can be as specific as desired (or allowed by the instructor). For instance, they could specify that a ball bounce off the disc, then off the "Bounce Basketball" backstop and then into the center 3 point hole. Kids (and adults) will usually have fun making up crazy shots.

**One Minute Drill** – For 2 or more players. Position the bounce disc (9" Frisbee style disc) about 4" in front of the bottom of the target. A timer (stopwatch, smart phone, or similar) is required. Each player is allowed one minute in which to attempt to bounce balls off the disc and into one of the holes on the target. Players get points for each ball in a target. Players not shooting should keep track of the shooting players score and announce the time left to shoot. Successful shots that are in the netting can be removed by the shooting player at any time. The player who scores the most points during their one minute wins the game.