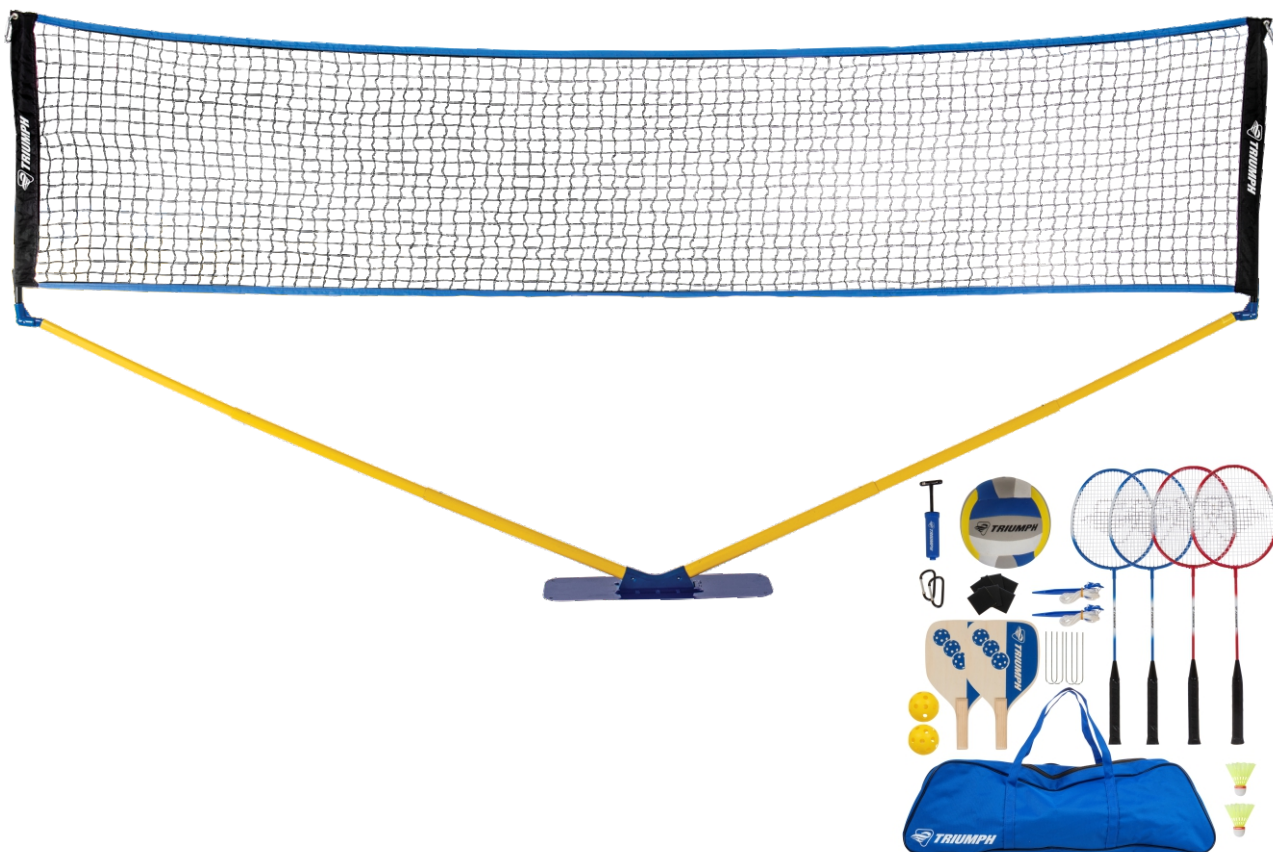




MULTI-SPORT COMBO

INSTRUCTION MANUAL



PLEASE KEEP THIS INSTRUCTION MANUAL FOR FUTURE REFERENCE

If you have any concerns with your product please visit our website www.escaladesports.com for fastest service. Please have a copy of your receipt of purchase. For any technical support or warranty issues please contact Escalade Sports at 1-800-467-1421 or e-mail us at customerservice@escaladesports.com

Limited 90-Day Escalade Sports Warranty

All Escalade Sports games have a limited 90-day from date of purchase warranty. This warrants the retail purchaser for any Escalade Sports game purchased to be free from any defect in materials and construction for 90 days from the date of purchase. The only exceptions to the warranty include main frames, tabletops, playing surfaces, batteries or tools. Damaged main frames, tabletops, playing surfaces need to be returned to the store as we are unable to replace these parts. Normal play wear and usage is not covered under the warranty, nor is wear or damage due to improper use of the Escalade Sports game. This will void any and all Escalade Sports warranties.

A PURCHASE RECEIPT (or other proof of purchase date) will be required before any warranty service is initiated. All requests for warranty service can be submitted by email, in writing or by contacting our Customer Service Department at: 1-800-467-1421 or email us at customerservice@escaladesports.com

IMPORTANT NOTICE! Please contact us before returning the product to the store.

Warnings



Not for use by children without adult supervision. This is not a child's toy. Adult supervision is required for children playing this game. Please read instructions carefully.

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817 Maxwell Avenue
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Parts List

1

Base



Qty. 1

2

Base Bracket



Qty. 1

3

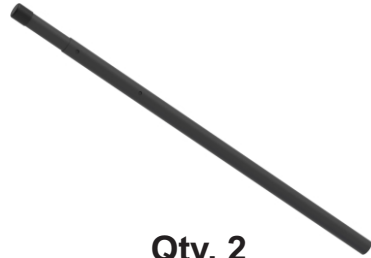
Telescoping Base Pole



Qty. 2

4

Telescoping Net Pole



Qty. 2

5

Angled Connector



Qty. 2

6

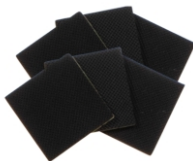
Rotatable Pivot Elbow



Qty. 2

7

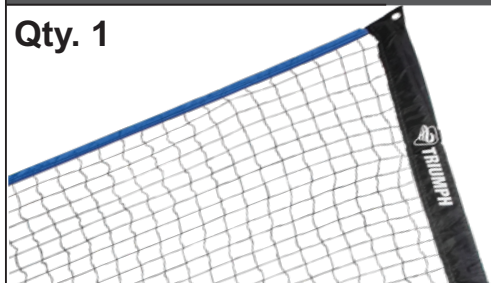
Non-Slip Pads



Qty. 6

8

Multi-game Net



Qty. 1

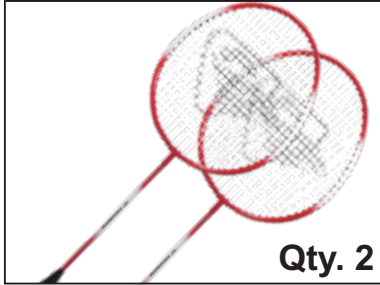
Parts List - Accessories

9 Badminton Racket -Blue



Qty. 2

10 Badminton Racket -Red



Qty. 2

11 Shuttlecock



Qty. 2

12 Volleyball



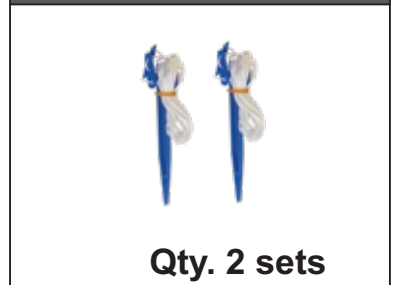
Qty. 1

13 Air Pump



Qty. 1

14 Stake with Guyline



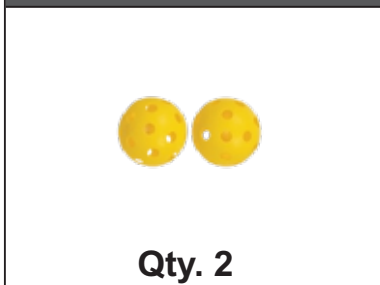
Qty. 2 sets

15 Pickleball Paddle



Qty. 2

16 Pickleball



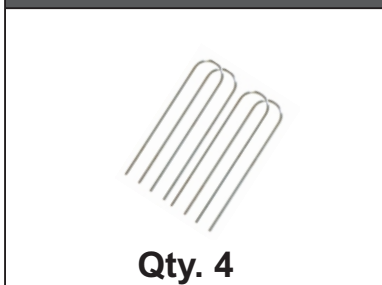
Qty. 2

17 Carry Bag



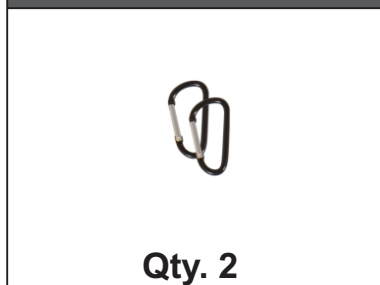
Qty. 1

18 Ground Stakes



Qty. 4

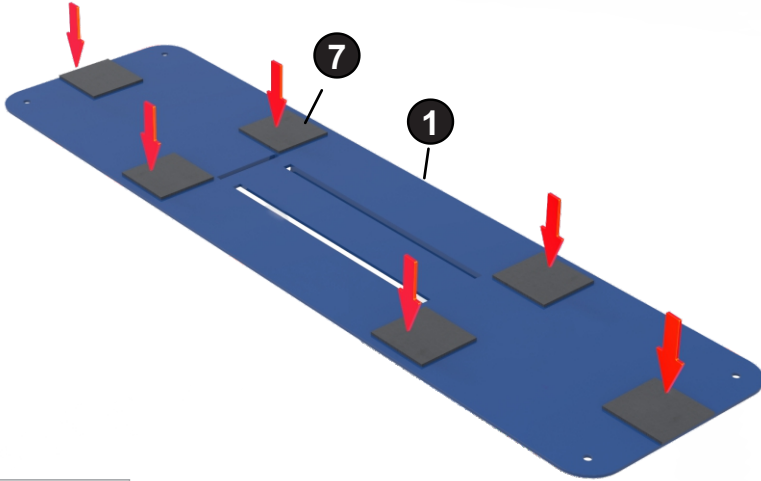
19 Carabiner



Qty. 2

Set-up Instructions

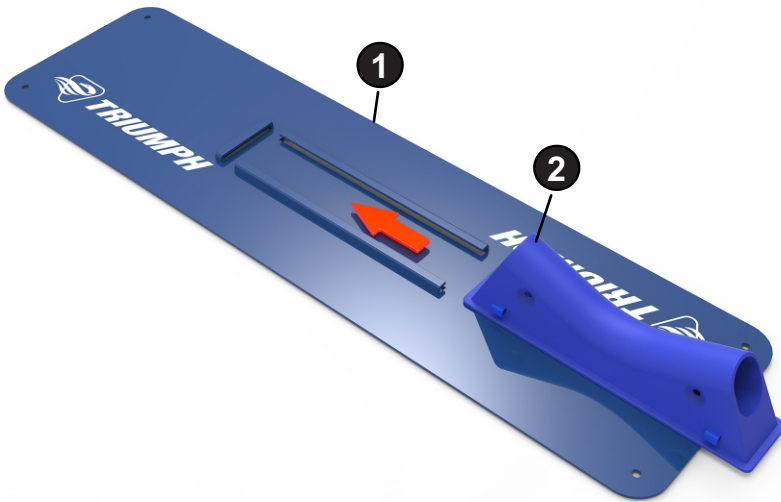
STEP 1



Note: Having a second person help you will make this assembly easier.

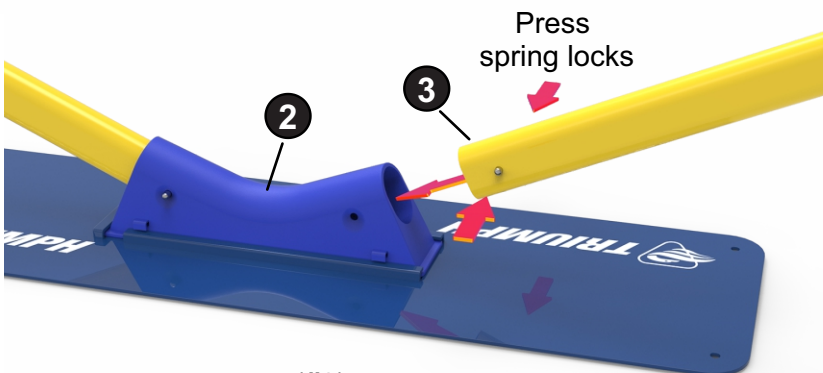
Adhere six Non-Slip Pads #7 to the bottom of the Base.

STEP 2



Flip base over and slide Base Bracket #2 into base as shown.

STEP 3



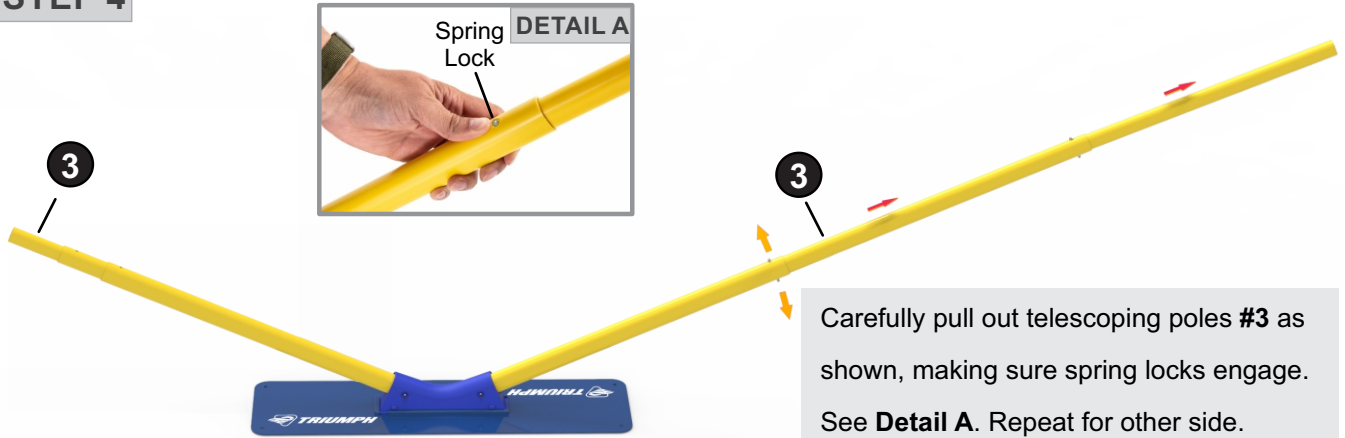
Insert yellow telescoping poles #3 to each side, by pressing both locks and sliding the poles into the Base Bracket #2 until the Spring locks are engaged.

Note: Hold Bracket (#2) when attaching Tubes (#3)

Note: Hold Bracket (#2) when attaching Tubes (#3)

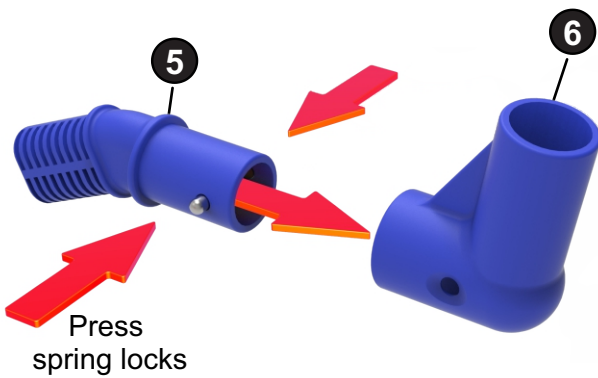
Set-up Instructions

STEP 4



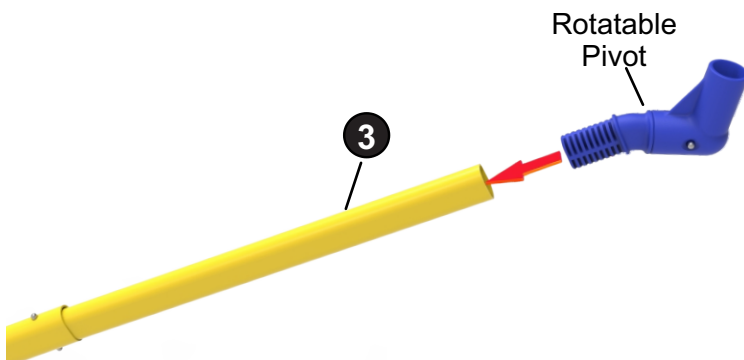
Carefully pull out telescoping poles #3 as shown, making sure spring locks engage. See **Detail A**. Repeat for other side.

STEP 5



Attach Angled Connector #5 to Rotatable Pivot Elbow #6 as shown. Repeat assembly to make a second set.

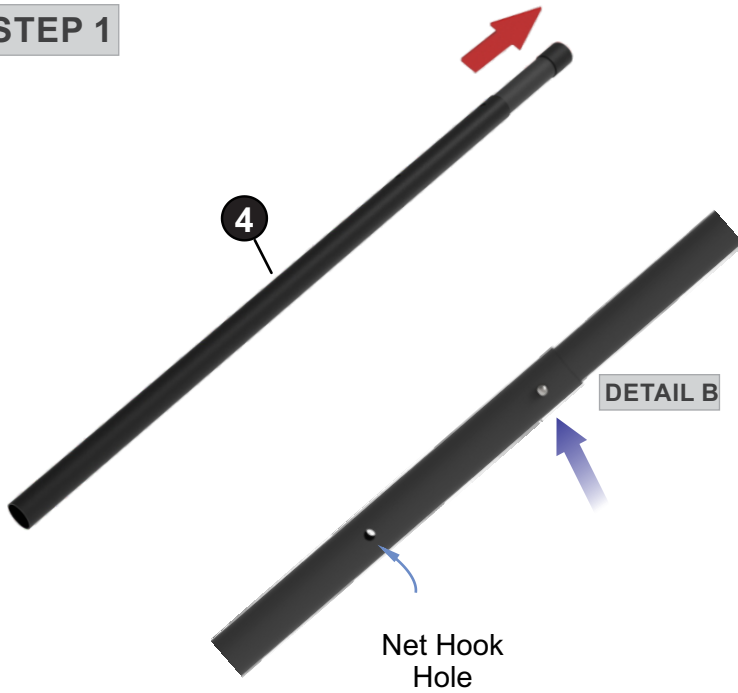
STEP 6



Carefully insert **Rotatable Pivot** assembly to the end of Yellow Telescoping Pole #3.

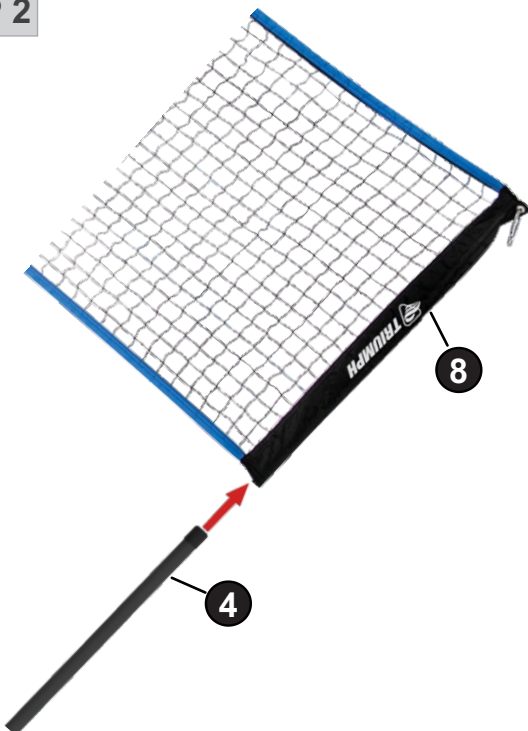
Volleyball game instructions

STEP 1



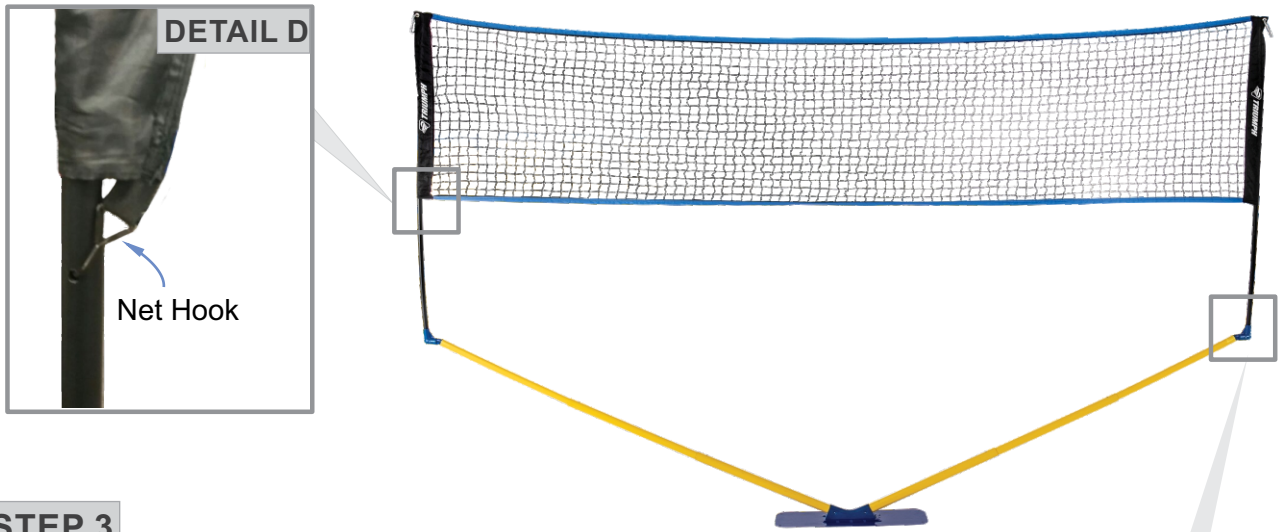
Extend telescoping Net Pole #4 as shown. Make sure spring locks are engaged in the **hole at the end**. See **Detail B**. The other hole will be for the net hook used in later steps.

STEP 2



Slide poles #4 as shown into Net sleeves. Make sure to slide the end with the plastic cap in to the sleeve.

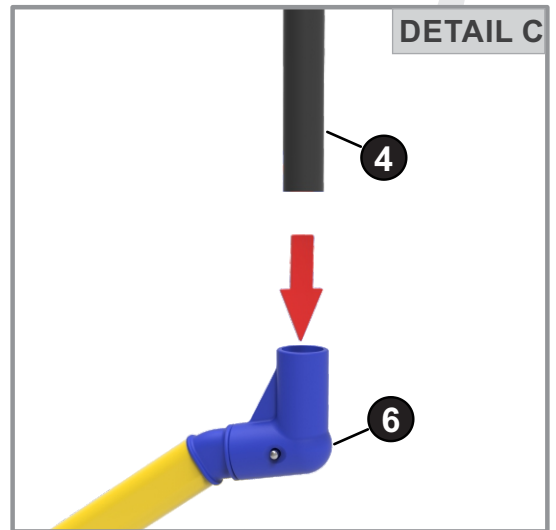
Volleyball game instructions



STEP 3

With the help of another adult, slide poles with the net into blue **pivot connector** at the same time on both ends. See **Detail C**. Then, insert hooks into the remaining hole in the net post as shown in **Detail D**.

Congratulations! Assembly is complete. In this configuration you can play Volleyball. To switch to Badminton and Pickleball game modes see the next page.



Tensioning the Volleyball net:

Attach Carabiners (#19) to the grommet on the net sleeve then attach guylines from the Stakes (#14) into Carabiners. Insert each of the stakes (#14) into the ground at 45 degree angles from the end of the net.

Windy Conditions:

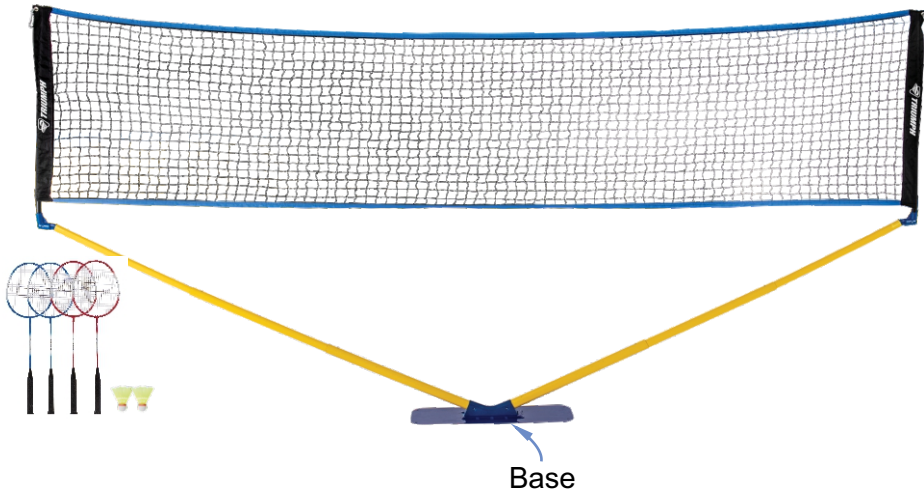
During windy conditions, insert metal ground stakes (#18) through the four holes on the base (#1) and into the ground until firmly anchored.

Storage:

This multi sport game can be played outdoors but needs to be stored indoors. Store components into the carry bag (#17) to avoid losing parts.

Badminton Game Instructions

Note: Having a second person help you will make this process easier.

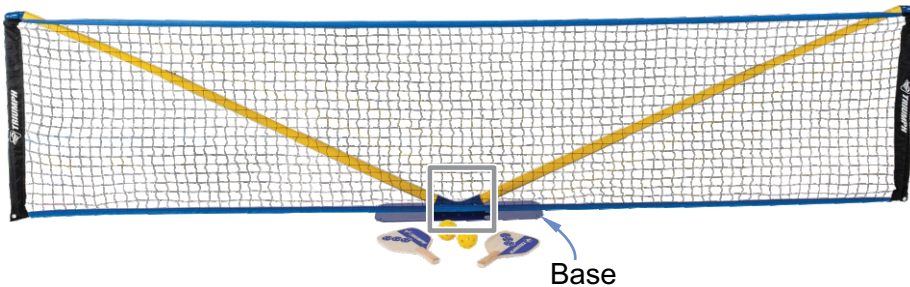


To convert from Volleyball to Badminton: Unhook net hooks, then press spring locks and slide telescoping pole down on both sides for Badminton net height.



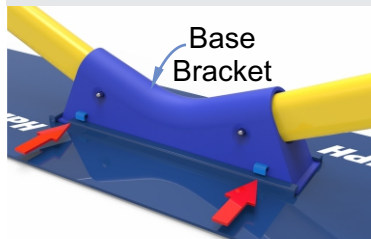
Pickleball Game Instructions

Note: Having a second person help you will make this process easier.



To convert from Badminton to Pickleball: Fold down the net assembly by pressing spring locks and rotating Pivot Connector toward the Base side that has the **Net Clips**. **See Detail E & Detail F.**

Fold down the net and tuck into the **Net Clips** shown below. Now you are ready for Pickleball!



DETAIL F

Note the location of the **Net Clips** on the **Base Bracket** as shown in **Detail F**.

DETAIL E



Note: Make sure you hold the yellow pole when rotating.

VOLLEYBALL GAME RULES

Court Size

The length and width however can be increased or decreased proportionately depending on the area available.

Net

The net shall be stretched across the center of the court dividing it in half. The net height withpoles fully extended is at the popular height of 7 feet 5 inches.

Player

2-6 players on each team.

Service

Each player shall serve in turn and will continue to serve until side is out. When serving, the ball must go over the net. If the ball hits the net when served and goes over the net, the ball must be re-served. If the ball does not go over the net when served or is out of bounds or touches any team-mate before touching an opponent or opponent's court, the side is out and the opponent takes possession and becomes the serving team.

Volley

Maximum of three team contacts: each team is allowed a maximum of 3 successive contacts of the ball in order to return the ball to the opponent's area.

Rotation

After a team has lost its serve, the team receiving the ball for the first serve shall, before serving, rotate one position clockwise.

VOLLEYBALL GAME RULES

Errors

When a player and/or when the ball is in play:

1. Does not clearly hit the ball or allows the ball to come to rest in any part or parts of the body.
2. Hits the ball out of the boundaries of the court.
3. Allows the ball to hit the floor, or any object outside of the court (except net), before being legally returned to the opponent's court.
4. Touches the ball twice in succession.
5. Fails to make a good serve.

Fouls

1. Holding the ball or throwing it.
2. If the ball touches any part of the body, except the hands or forearms.
3. Touching the net with any part of the body or hands, or reaching over the net.
4. If a player plays out of position when ball is being served.

Scoring

Only the serving team can score. When the serving team fails to score, it is "side out" and the receiving team becomes the serving team.

Penalty

The penalty for fouls or errors committed shall be "point" or "side out", as the case may be.

Game

The game shall be played to 21 points, or the teams may agree to play to 15 points. A match consists of three games. The match winner is the team to win two out of three games.

Caution: Stand clear of the court area to avoid being injured while a player is taking his or her turn.

BADMINTON GAME RULES

Court Size

The length and width however can be increased or decreased proportionately depending on the area available.

Net

The net shall be stretched across the center of the court dividing it in half. The net height withpoles fully extended is at the popular height of 5 feet.

Player

In doubles the game is played by two players per side. In singles the game is played by one player per side.

Service

The team winning the toss of the coin shall have the option of serving first, receiving the serve or choosing the court end. The side that serves first has only one serve to start the game. After the game begins each team gets two serves.

Service Rotation

The team which serves first must serve from their right half court diagonally opposite to their opponents right half court.

In Doubles: The serve must alternate from the right half court to left half court after each serve, so no player on the opposing team receives two consecutive serves. Teammates must serve consecutively.

In Singles: The players serve from the right half court when their score is “0” or an even number of points. Service is delivered from left half court on odd number points. If the team serving makes a fault, one serve is lost. If the team receiving the serve makes a fault, the team serving gets a point and continues the serve. The serve must alternate from right and left half courts after each serve as stated before.

BADMINTON GAME RULES

The Game

The game can be played to 15 or 21 points. The best two out of three games wins the match. Teams shall change court ends after each game.

Faults

- If the shuttle is served overhand. The shuttle must be struck at a point not higher than the servers waist.
- If in serving, the shuttle falls into the wrong service court or falls short of the service line or beyond the long service line or outside the side boundary lines.
- If the server or person receiving the service does not serve from within their right or left half court, whichever the case may be.
- If the server or player intentionally distracts, balks or obstructs his opponent.
- If the server in attempting to serve, misses the shuttle.
- If during service or play the shuttle falls outside the boundaries of the court, passes through or under the net or fails to pass over the net.
- If a player reaches over the net and hits the shuttle on their opponents side of the court. However a player may hit the shuttle on their side of the court and follow through on the swing over the net.
- If the shuttle is hit twice in succession by the same player or the shuttle is hit by a player and his teammate successively.

NOTE: It is not a fault if the shuttle hits the net during service or play and goes over the net. If this occurs during the serve it is just re-served.

Condensed Pickleball Rules

These simpler instructions cover the basics and will get you started. Please refer to page 16 for diagram.

A complete set of rules may be obtained from the United States of America Pickleball Association on their web site (www.usapa.org).

Game and Match

In tournament play a match will usually consist of the best 2 out of 3 games to 11. A game is finished when one player or team reaches 11 points and is leading by at least two points. If the score is tied at 10-10, then the game continues until one player or team wins by two points. Players switch sides after the first game. If a third game is needed, the players will switch sides after the first player or team gets to 6 points, and the game will then continue to its conclusion.

Matches consisting of just one game are played to 15 points. The winner in this format must also be ahead by two points. In a 15 point game, players should switch sides after one team gets to 8 points, and the game will then continue to its conclusion.

Serving

Determine which side will serve first.

In pickleball a player or team can only score points when serving.

Prior to 2007, players were allowed to step over the baseline with one foot when serving, as long as they kept at least one foot behind the baseline until after they contacted the ball. However, the rule has been changed by the National Pickleball Association (USAPA) so that now both feet must remain behind the baseline until after the ball is struck.

Players must announce the score prior to serving. Always call the server's score first.

For instance, upon starting the server should announce "0-0-1" or "0-0-start". This indicates that the score is 0 to 0 and the server is "player 1" or the starter of the game. From this point forward the server will announce the score with his team's score first followed by a 1 or 2 to identify the server.

The serve must be made with an underhand stroke so that contact with the ball is made below waist level.

Underhand Defined: The arm must be moving in an upward arc and the paddle head shall be below the wrist when it strikes the ball.

Serves must travel diagonally and land between the non-volley zone and the baseline of the service court opposite of the serving player.

Each player is allowed only one serving attempt unless it is a "let" serve. A let serve occurs when the serve hits the top of the net as it crosses the court and still lands in the correct service court. If this occurs the serve is played over. Each player will continue to serve until he does not win a point.

Serving in Doubles

At the start of each new game, only one player on the first serving team is permitted a serve before turning service over to the opposing team. Thereafter both members of each team will have a service turn before the ball is turned over to the opposing team to serve.

PICKLEBALL GAME RULES

To start a game the initial server continues to serve, alternating sides (right, left, right, etc.) until a point is lost by the serving team. Then the ball is served by the opposing team's right side player who continues to serve until a point is lost. Once a point is lost the service does not revert to the opposing team but to that server's partner, "Player 2" on the same team. When a point is lost on "Player 2's" service it becomes the other team's turn to serve. Each player on this team will now get a chance to serve before turning serve over.

When the serving team scores a point, the server alternates to the other side of the serving team's court. The receiving team players do not alternate sides.

If the serve rotation is done properly in doubles, the serving team's score will always be even when the player that started the game on the right side is on the right side and odd when that player is on the left side .

Serving in Singles

In singles, the server will serve from the right when he has an even number of points (0, 2, 4,...). The server should serve from the left when he has an odd number of points (1, 3, 7,...). The receiver should adjust their position diagonally across the court according to where the server stands.

Non-Volley Zone:

To volley a ball means to hit it in the air without letting it bounce. All volleying must be done with the player's feet behind the non-volley zone.

If a player's momentum causes them to step on or over the non-volley line after hitting a volley they have committed a fault and lose the point.

If a player's paddle or any part of their body touches any part of the non-volley zone while hitting a volley or because of their forward momentum after hitting the ball they lose the point!

A player may jump across the no-volley line after hitting a volley if they don't touch any part of the non-volley zone including the lines while doing so.

Double Bounce Rule:

Each team must play their first shot off the bounce. That is, the receiving team must let the serve bounce and the serving team must let the return of the serve bounce before playing it. After the two bounces have occurred, the ball can either be volleyed or played off the bounce.

Faults

The ball may only bounce once per side. After the ball is hit by a player, it must travel to the other side of the net.

Like tennis, if the ball hits one of the sidelines or the baseline, it is a playable ball. When a player or team fails to win the rally they are said to have made a fault. Some, but not all of the things that cause faults and loss of point or service are listed below:

- Server swings the paddle with the intent of hitting the ball but misses.
- Serving the ball into an incorrect area.
- Missing the ball when you try to hit it.
- Hitting the ball out of bounds.
- Volleying the ball before it has bounced once on each side.
(violating the Double-Bounce Rule)
- Hitting the ball into the net or hitting the net with your paddle or body.
- Hitting the ball while in the non-volley zone before it is allowed to bounce.
- Touching the non-volley zone with your paddle or body while attempting to hit a volley.
- Stepping on or over the non-volley zone line on a follow through.

Pickleball Court Diagram

Court Size

If needed, the length and width can be decreased proportionately depending on the area available.

