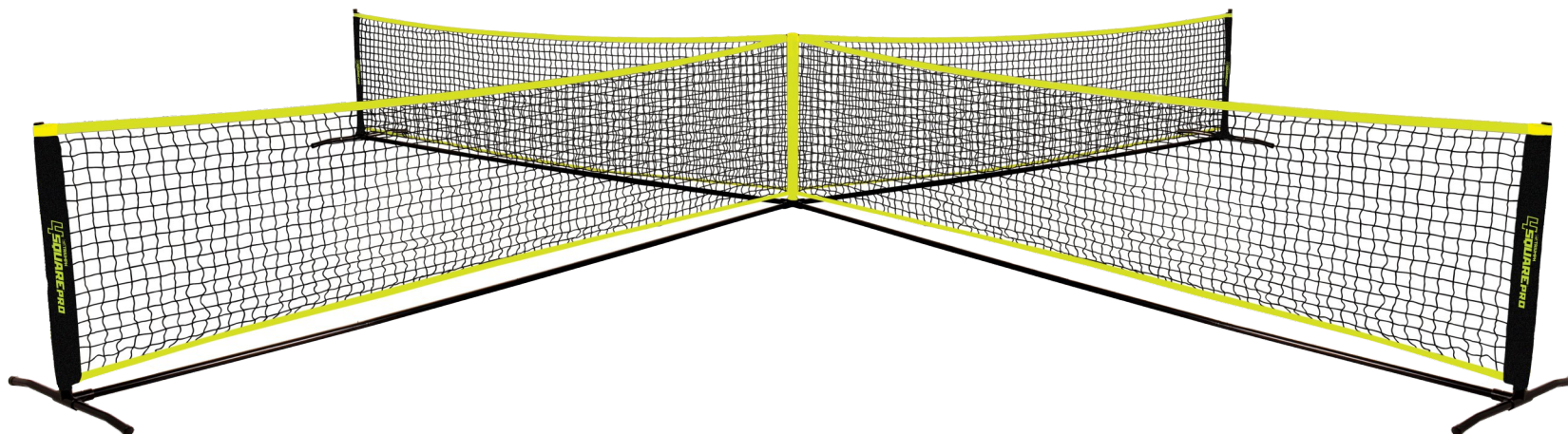


 TRIUMPH
ESQUIRE PRO™
PICKLEBALL COMBO GAME
INSTRUCTION MANUAL

35-7460-3



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.

Be sure to check out all the exciting games Escalade Sports has to offer. Visit our web site at:

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Net Games



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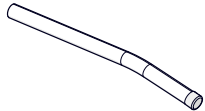
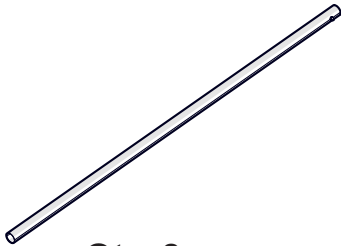
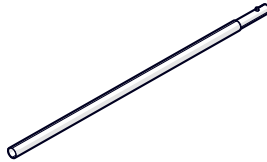
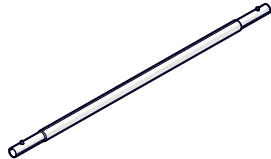
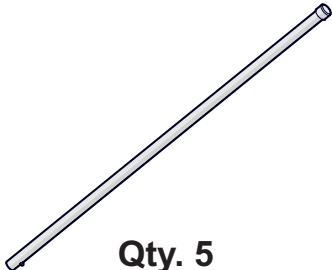
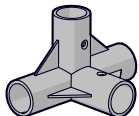
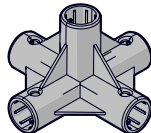
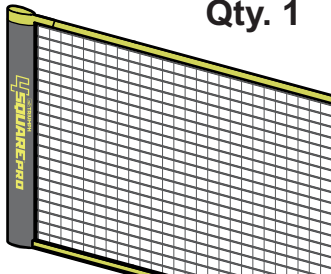
Mailing Address:

(Correspondence Only)

PO Box 889

Evansville, IN 47706

Parts List

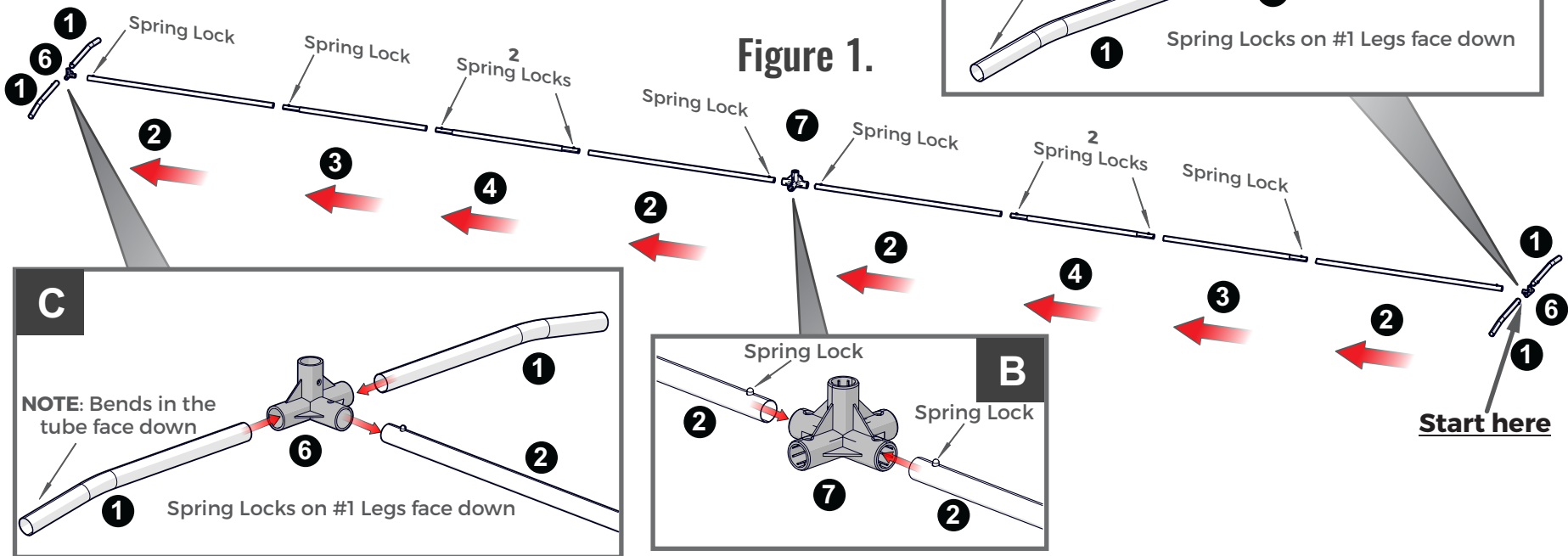
1 Bent Leg - With Cap  Qty. 8	2 Long Tube - 1 Spring Lock  Qty. 8	3 Short Tube - 1 Spring Lock  Qty. 4	4 Short Tube - 2 Spring Locks  Qty. 4
5 Vertical Post - With Cap  Qty. 5	6 Four Tube Connector  Qty. 4	7 Five Tube Connector  Qty. 1	8 Net  Qty. 1
9 Pickleball Paddle  Qty. 4	10 Pickleball  Qty. 2	11 Chalk  Qty. 2	12 Caps for #2 Pole  Qty. 3
			13 Carry Bag  Qty. 1

Frame Assembly - First Section

Before assembly make sure you have an area of at least 20 X 20 feet to put the net together.

NOTE: When connecting the tubes make sure to push until the spring lock engages in to the hole of the next tube.

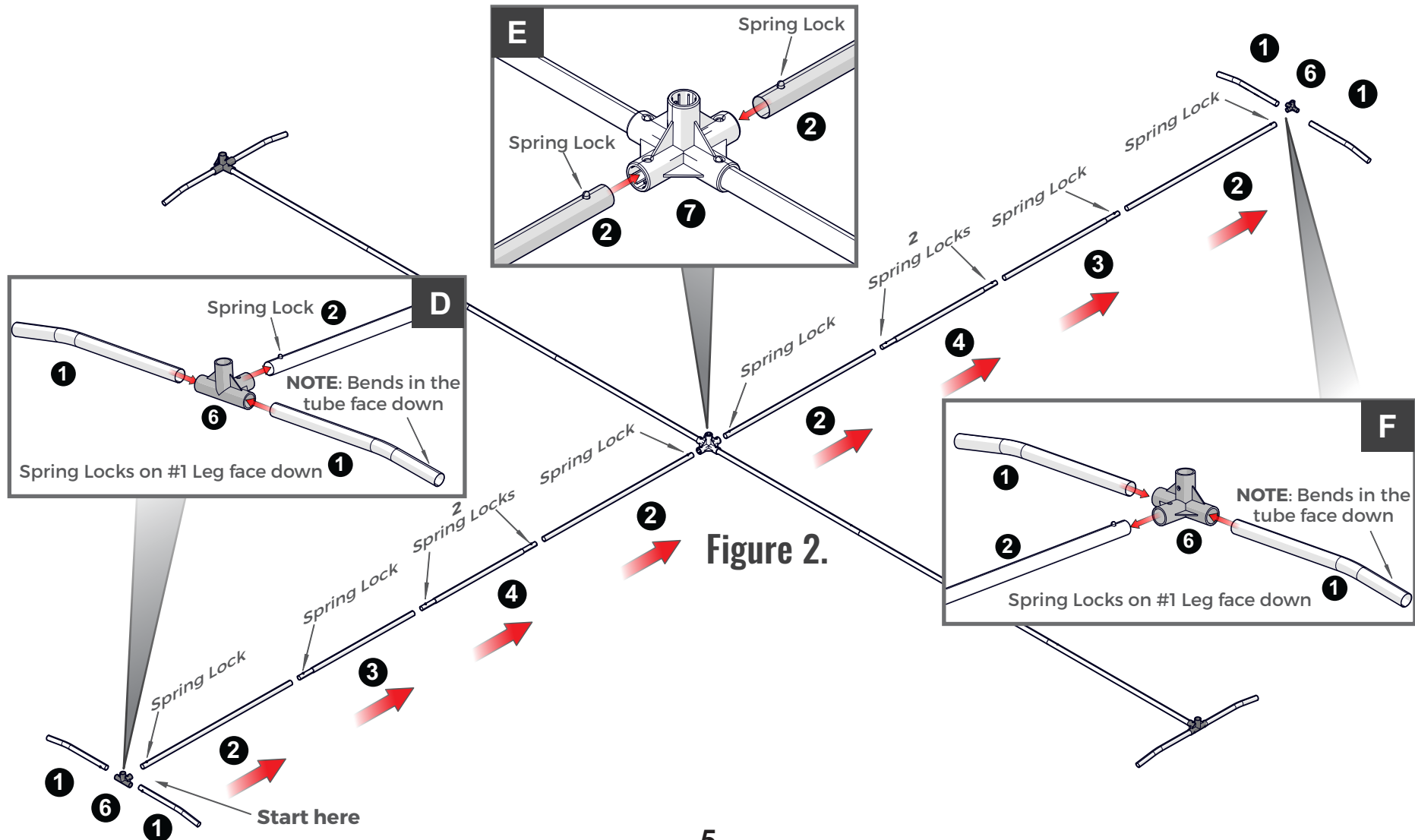
1. Take all components out of the case and sort them, all items are labeled.
 - a. Place a **(#6)** Four Tube Connector on a clean surface, insert two **(#1)** Tubes and one **(#2)** Tube . See **Detail A**.
 - b. Insert **(#3)** Tube to **(#4)** Tube followed by another **(#2)** Tube. See **Figure 1**.
 - c. Insert other end of **(#2)** Tube you just assembled to the **(#7)** Five Tube Connector followed by another **(#2)** Tube. See **Detail B**.
 - d. Insert **(#4)** Tube to **(#3)** Tube followed by another **(#2)** Tube. See **Figure 1**.
- c. Complete the first section assembly by connecting another **(#6)** Four Tube Connector as shown in **Detail C**.



Frame Assembly - Second Section

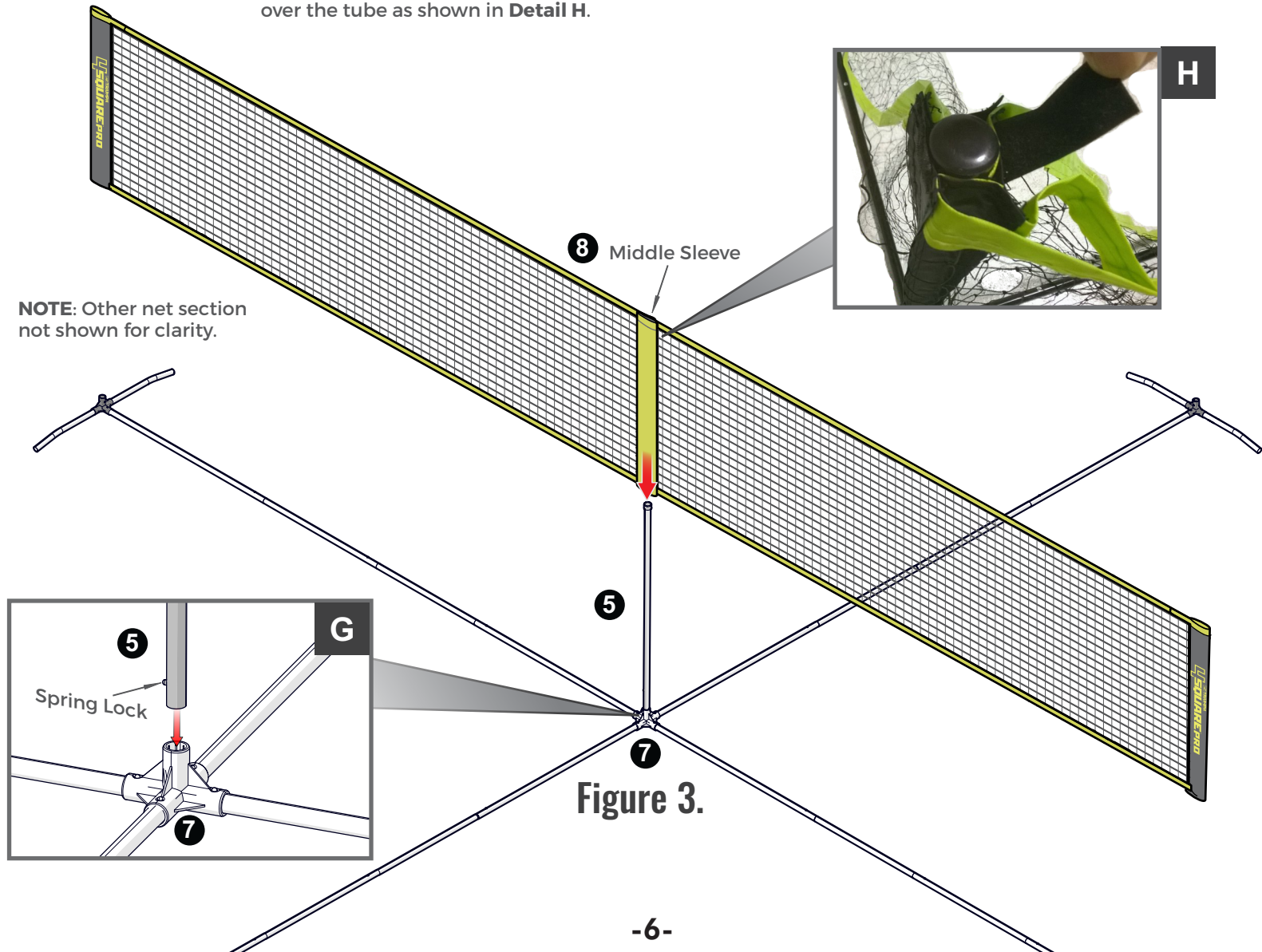
NOTE: When connecting the tubes make sure to push until the spring lock engages in to the hole of the next tube.

1. Repeat steps from the last page to make a second assembly section. See **Figure 2** and **Details D-F**.



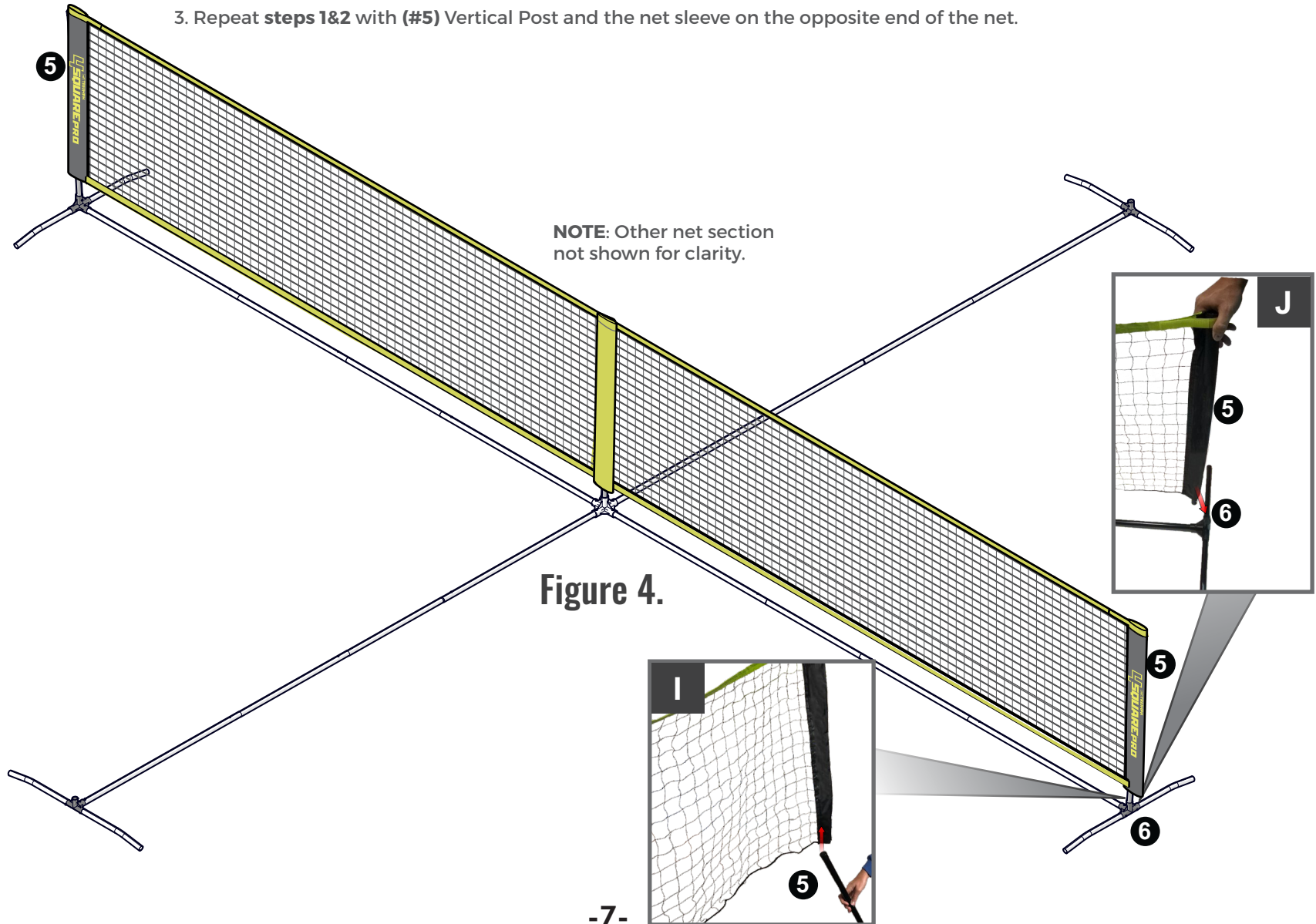
Net Assembly - First Section

1. Insert a (#5) Vertical Post into the (#7) Five Tube Connector. See **Detail G**.
2. Slide the middle sleeve of the net into the (#5) Tube and close the velcro strap over the tube as shown in **Detail H**.



Net Assembly - Second Section

1. Slide a **(#5)** Vertical Post, cap end first into the bottom of the net sleeve. See **Detail I**.
2. Insert the **(#5)** Vertical Post with net sleeve into the **(#6)** Four Tube Connector. See **Detail J**.
3. Repeat **steps 1&2** with **(#5)** Vertical Post and the net sleeve on the opposite end of the net.



Net Assembly - Third Section

1. Slide a (#5) Vertical Post, cap end first into the bottom of the net sleeve. See **Detail K**.
2. Insert the (#5) Vertical Post with net sleeve into the (#6) Four Tube Connector. See **Detail L**.
3. Repeat step with the net sleeve on the opposite end.
4. Adjust the net by tightening or loosening velcro strap at the top of the net sleeves. See **Detail M**.

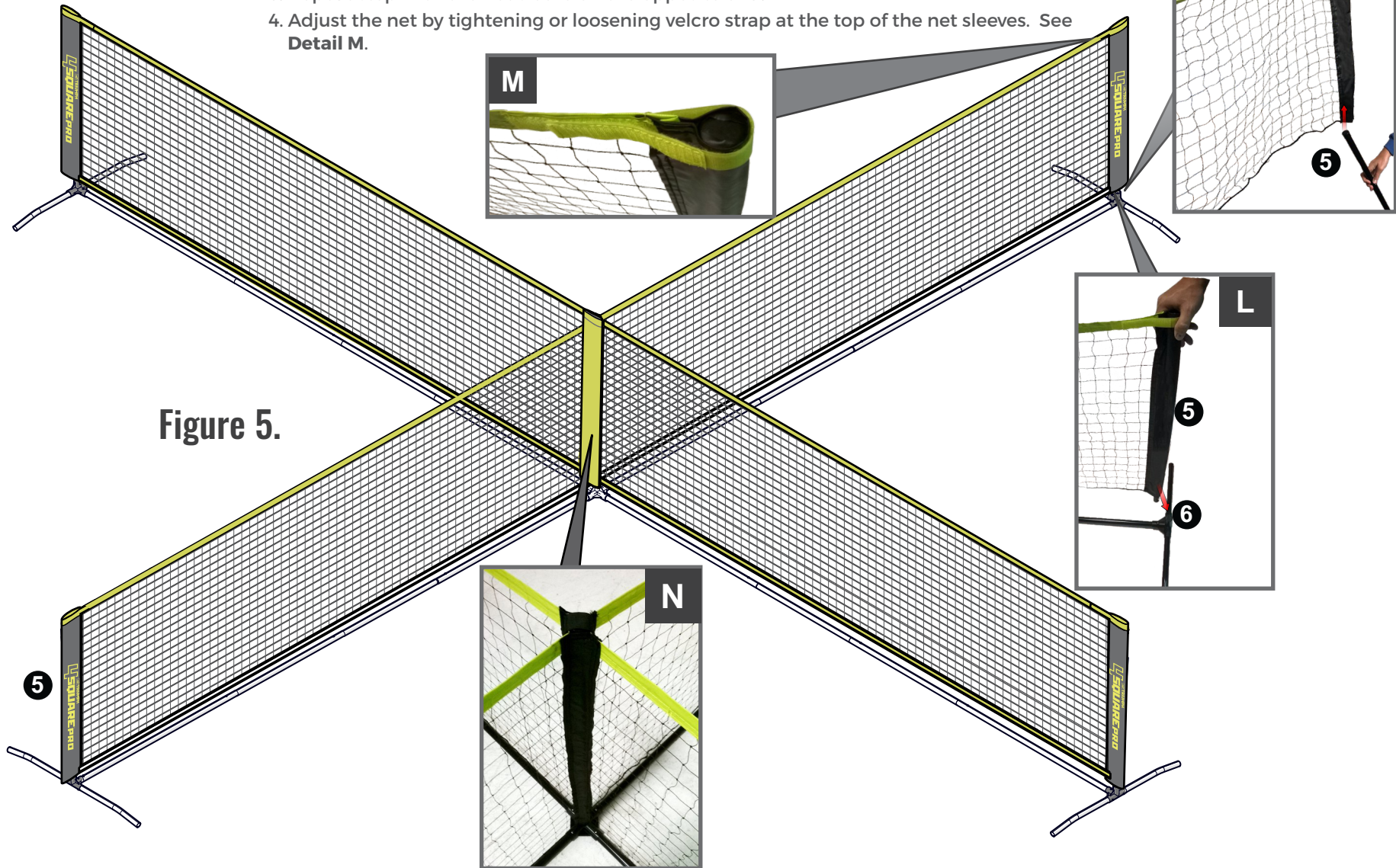
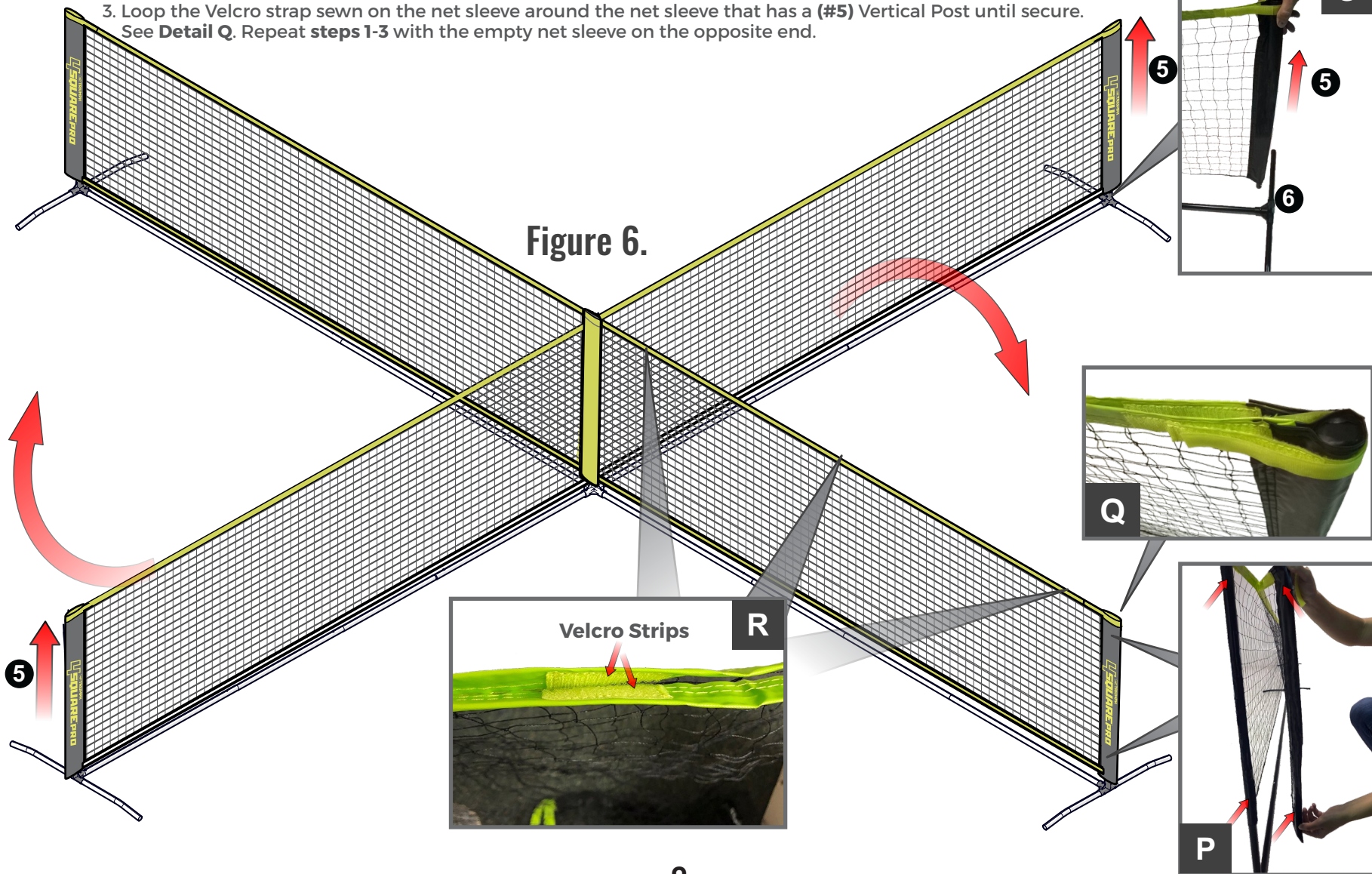


Figure 5.

Quick Convert to Regulation Pickleball - First Section

1. Remove the (#5) Vertical Post with net sleeve from the (#6) Four Tube Connector. On opposite ends. See **Detail O**.
2. Take (#5) Vertical Post out of the net sleeve and then combine the nets so that the empty net sleeve matches up with the net sleeve that has a (#5) Vertical Post. Attach the two nets together with the Velcro strips sewn on the net sleeves and top of net. See **Figure 6, Detail P & Detail R**.
3. Loop the Velcro strap sewn on the net sleeve around the net sleeve that has a (#5) Vertical Post until secure. See **Detail Q**. Repeat **steps 1-3** with the empty net sleeve on the opposite end.

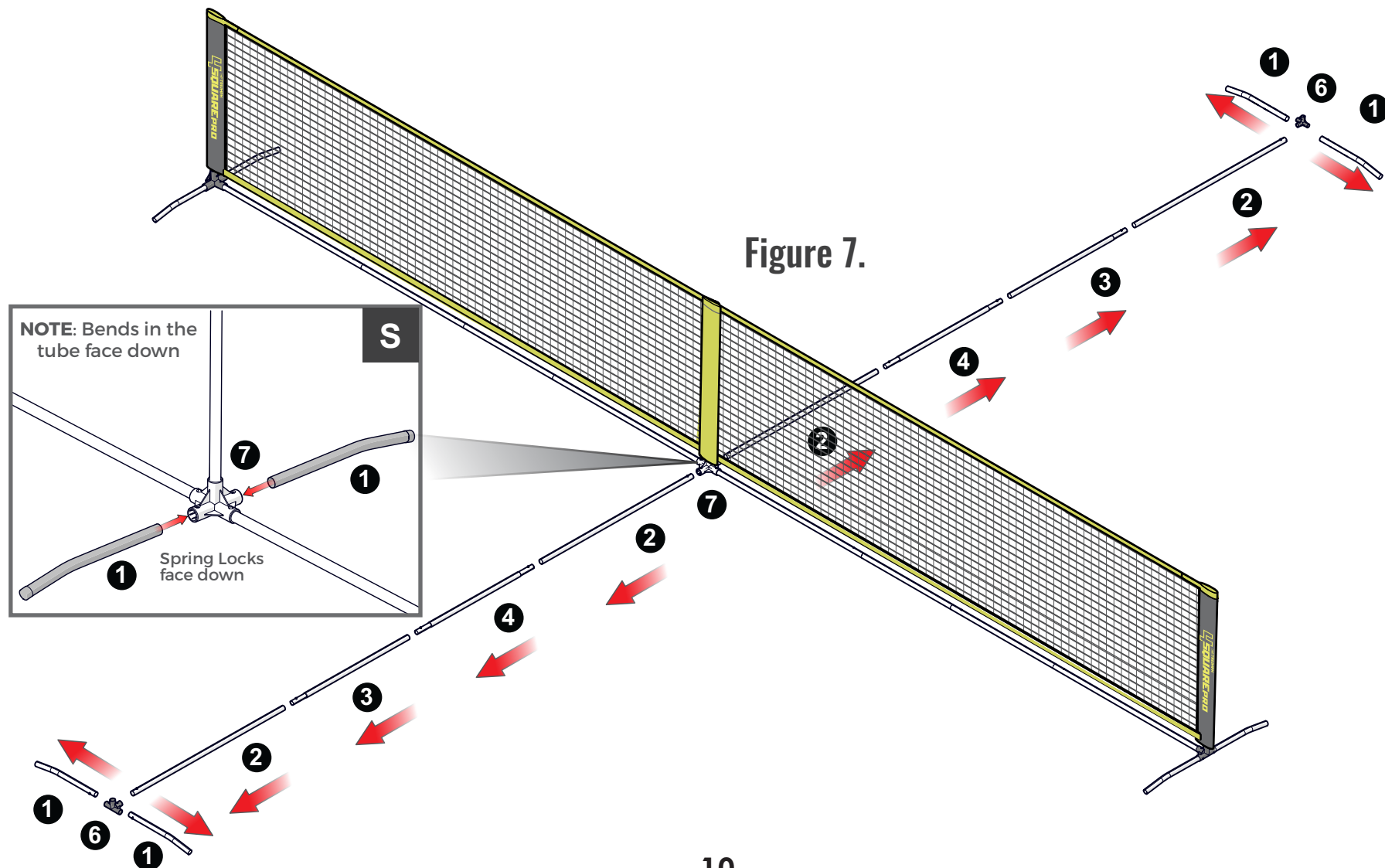


Quick Convert to Regulation Pickleball - Second Section

4. Detach frame assembly and store in the Carry Bag. See **Figure 7**.

5. For added stability place two (#1) Bent Legs into (#7) Five Tube Connector. See **Detail S**.

Now you are ready to play regulation Pickleball!



Game Rules

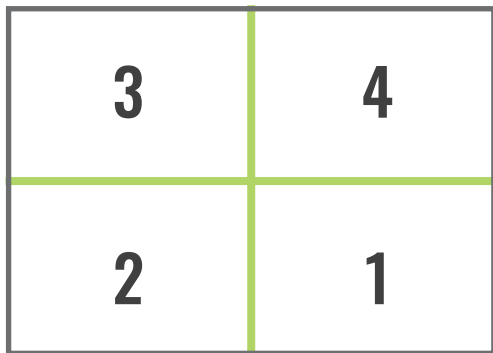
To start the game, have one player enter each square. Additional players form a line outside Square 1. Competition begins by the player in Square 4 serving diagonally to the player in Square 2.

During gameplay, players return the pickleball to any square with the objective of making their opponents commit a fault so they can rotate to a higher square. If a player commits a fault, that player is out and returns to Square 1. All remaining players rotate to the higher square, if possible. If there are additional players, the person that misplays the ball is out and goes to the end of the line while a new player enters Square 1.

SET UP

The playing field is divided into four squares.

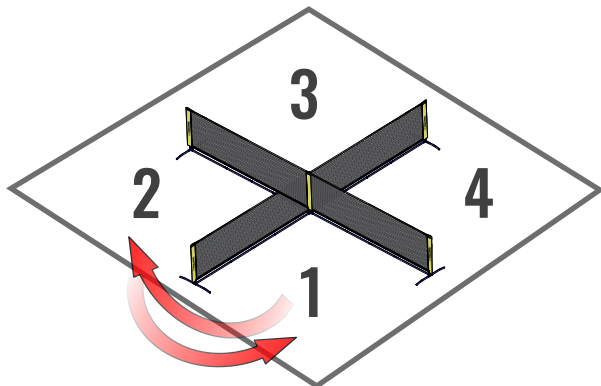
Chalk is provided to draw boundary lines if desired.



GAMEPLAY

Ball can only bounce once in each square. You do not have to let the ball bounce before hitting it.

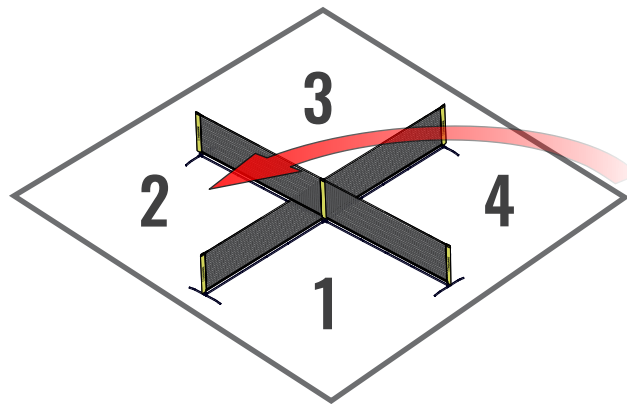
Whoever commits a fault is eliminated and returns to Square 1. All other players rotate to a higher square, if possible.



SERVE

Square 4 serves from out of bounds diagonally to Square 2.

Square 2 must let ball bounce in square once and then can return the ball to any of the other squares.

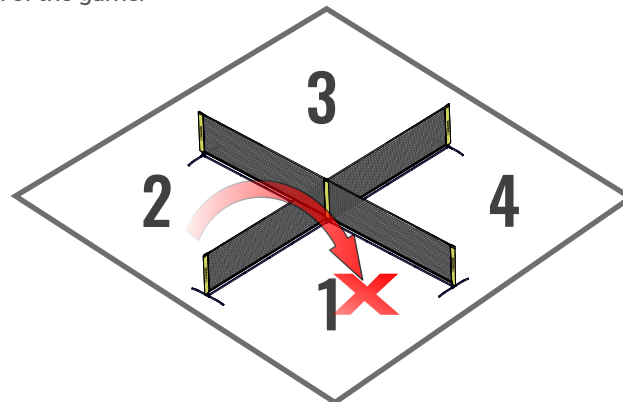


SCORE

Square 4 scores a single point by getting other players out or when other players get each other out.

Each time a fault is committed, Square 4 scores a point.

Players' points accumulated while in Square 4 will be kept through the duration of the game.



Pickleball Game Rules

WHAT IS PICKLEBALL?

Pickleball is a simple paddle game played using a perforated, slow-moving ball over a tennis-type net on a badminton-sized court. The rules are simple, and the game is easy for beginners to learn!

SET UP

The net is 20 feet wide and the recommended playing area is 44 feet long, but the court length can be varied according to the available space and skill level of the players. If desired, the court can be marked with chalk lines, or natural boundaries such as the edge of a driveway or tree.

NET HEIGHT

The net is regulation height (36 inches).

RULES

The ball is served diagonally to the opponent's service court underhanded without bouncing it off the court. Points are scored by the serving side only and occur when the opponent faults (fails to return the ball, hits ball out of bounds, etc.). The server continues to serve, alternating service courts, until the serving side faults. The first side scoring 11 points and leading by at least a 2-point margin wins. If both sides are tied, then play continues until one side wins by 2 points.

Double Bounce Rule: Following the serve, each side must make at least one ground-stroke, prior to volleying the ball (hitting it before it has bounced).

Non-Volley Zone: A player cannot volley a ball while standing within the non-volley zone.

SCORING

- Points are scored only by the serving team.
- Games are normally played to 11 points, win by 2.
- Tournament games may be to 15 or 21, win by 2.
- When the serving team's score is even (0, 2, 4, 6, 8, 10) the player who was the first server in the game for that team will be in the right-side court when serving or receiving; when odd (1, 3, 5, 7, 9) that player will be in the left-side court when serving or receiving.

