



We strive to ensure that our products are of the highest quality and free of manufacturing defects or missing parts. However, if you have any problems with your new product,

DO NOT RETURN IT TO THE STORE,

please contact us toll free @:

1-888-996-2729

FAX: 1-866-873-3535

gameroom@escaladesports.com

Mailing Address: (Correspondence Only)

Escalade Sports
PO Box 889
Evansville, Indiana 47706-0889

Physical Location:

Escalade Sports
817 Maxwell Ave.
Evansville, Indiana 47711

Please visit our Web site at:

www.escaladesports.com

Please have your model number when inquiring about parts.

When contacting Escalade Sports please provide your model number, date code (if applicable), and part number if requesting a replacement part. These numbers are located on the product, packaging, and in this owners manual.

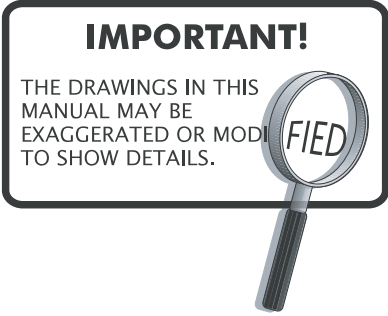
Your Model Number: **G06000**

Date Code: **2-G06000 F - -JL**

Purchase Date: _____

PLEASE RETAIN THIS INSTRUCTION MANUAL FOR FUTURE REFERENCE

**IMPORTANT! READ EACH STEP
IN THIS MANUAL BEFORE YOU
BEGIN THE ASSEMBLY.**



TWO (2) ADULTS ARE REQUIRED TO ASSEMBLE THIS 2 PLAYER ARCADE BASKETBALL SHOOTOUT

FEATURING “EZ FRAME ASSEMBLY AND QUICK ATTACH RIMS”.
THESE DESIGNS ARE CUSTOMER FRIENDLY AND WILL GREATLY REDUCE ASSEMBLY TIME.

Tools Needed (not provided):

- Phillips Screwdriver
- Pliers

IMPORTANT !

Make sure you understand the following tips before you begin to assemble your basketball shootout.

- 1.This game (with Mechanical Scoring Arm) can be played outdoors in dry weather - but must be stored indoors.
- 2.Tighten hardware as instructed.
- 3.Do not over tighten hardware,as you could crush the tubing.
- 4.Some drawings or images in this manual may not look exactly like your product.
- 5.To prevent damage to the electronics or to your wall, do not place this unit any closer than six inches from the wall.

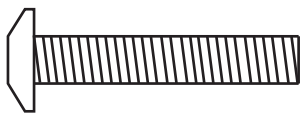


WARNING:

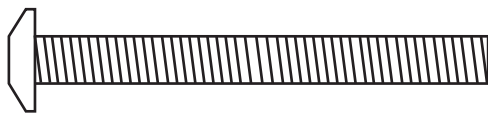
**READ AND FOLLOW ALL ASSEMBLY, OPERATION, AND
SAFETY INSTRUCTIONS CAREFULLY. AT LEAST TWO
ADULTS ARE NEEDED TO PUT THIS BASKETBALL
SHOOTOUT TOGETHER.**

HARDWARE IDENTIFIER

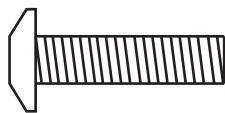
(To Scale)



H1 - M6 x 35mm
Allen Head Bolt
(1 pc)



H2 - M6 x 60mm
Allen Head Bolt
(2 pcs)



H3 - M6 x 25mm
Allen Head Bolt
(16 pcs)



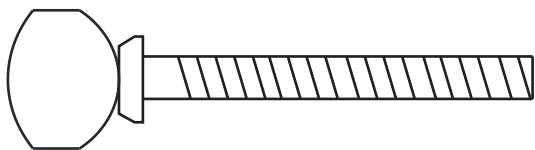
H4 - M6
Flat Washer
(3 pcs)



H5 - M6
Wing Nut
(19 pcs)



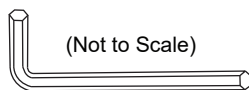
H6 - Plastic Bushing
(2 pcs)



H7 - Plastic
Wing Bolt to
attach P14
Control Box
(1 pc)

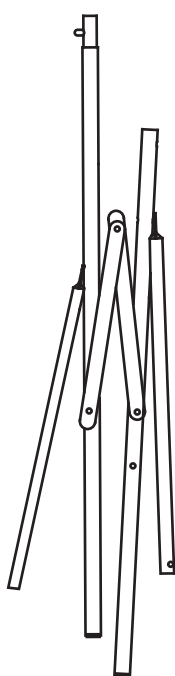


H8 - M6
Lock Washer
(16 pcs)

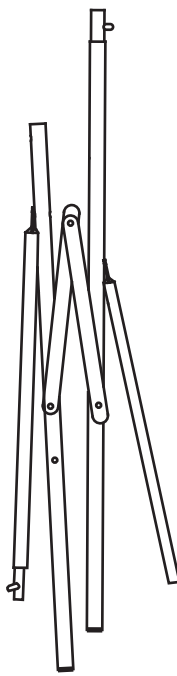


T1 - Allen Wrench
(1 pc)

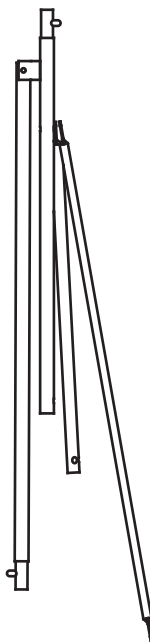
PARTS IDENTIFIER (Not to Scale)



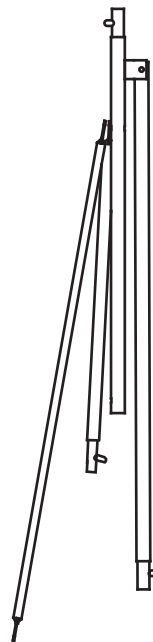
P1 - Left Lower
Tube Assembly
(1 pc)



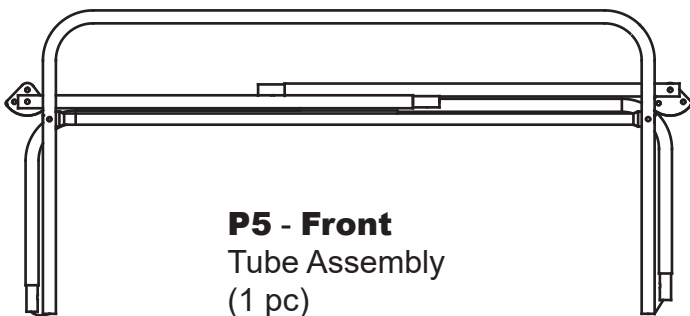
P2 - Right Lower
Tube Assembly
(1 pc)



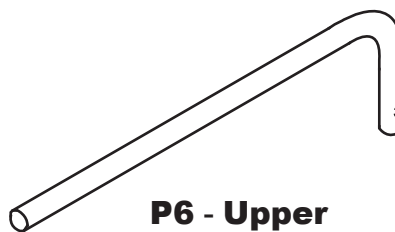
P3 - Left Middle
Tube Assembly
(1 pc)



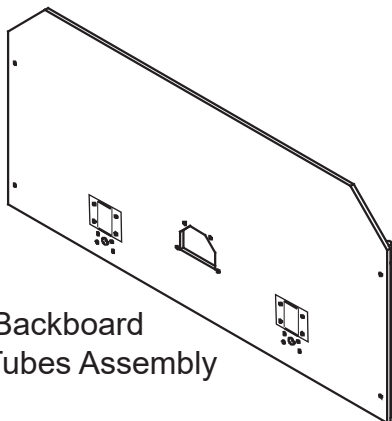
P4 - Right Middle
Tube Assembly
(1 pc)



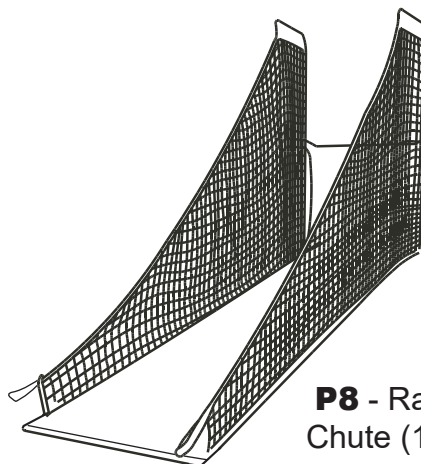
P5 - Front
Tube Assembly
(1 pc)



P6 - Upper
Tube (2 pcs)

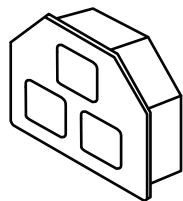


P7 - Backboard
with Tubes Assembly
(1 pc)

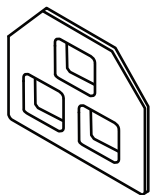


P8 - Ramp
Chute (1 pc)

PARTS IDENTIFIER (Not to Scale)



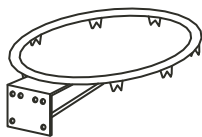
P9 - Electronic Scorer (1 pc)



P10 - Electronic Scorer Face Plate (1 pc)



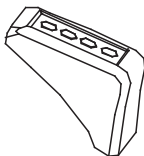
P11 - Mechanical Scoring Arm (2 pcs)



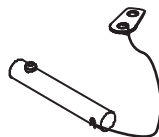
P12 - Rim (2 pcs)



P13 - Rim Net (2 pcs)



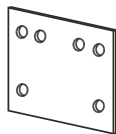
P14 - Control Box (1 pc)



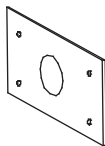
P15 - Locking Pin (2 pcs)



P16 - Scoring Control Box Wire (1 pc)

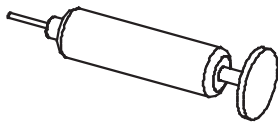


P17 - Rim Support Plate (2 pcs)

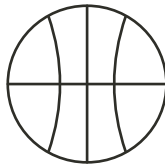


P18 - Mechanical Scoring Arm Support Plate (2 pcs)

ACCESSORY IDENTIFIER (Not to Scale)



A1 - Air Pump with Needle (1 pc)



A2 - Basketball (4 pcs)

Note: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

This device complies with part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation."

"CAUTION: Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment."

Remove all the parts from the box and verify that you have all of the listed parts as shown on the Parts List.
NOTE: STEP 1, 2 AND 3 requires a second adult to help “hold” the assemblies as being assembled
NOTE: When unfolding assemblies, be careful not to bend any parts.

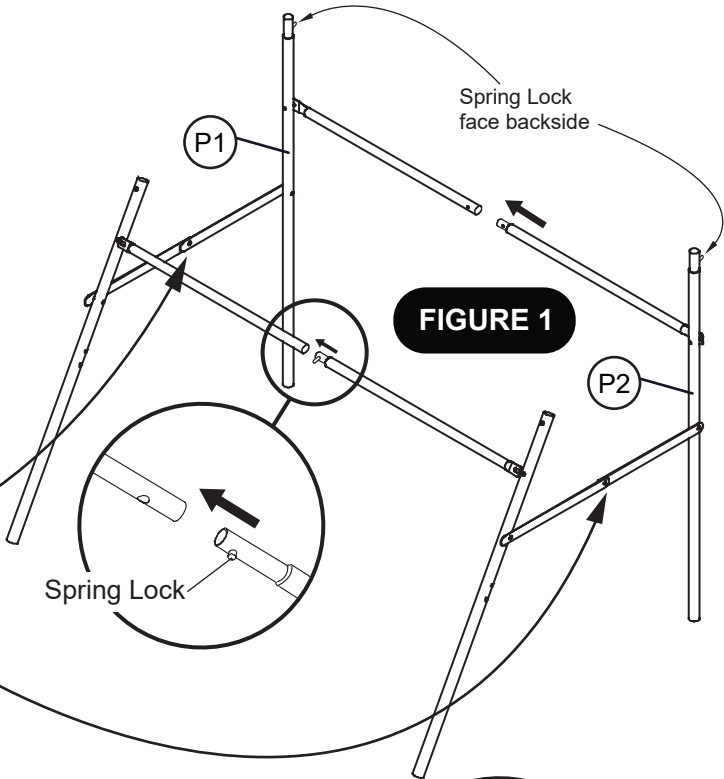
- PARTS REQUIRED:**
- 1 pc - **P1 Left** Lower Tubes Assembly
 - 1 pc - **P2 Right** Lower Tubes Assembly

STEP 1

Connect **P2 - Right** Lower Tubes Assembly to **P1 - Left** Lower Tubes Assembly using Spring Lock as shown in **FIGURE 1**.

NOTE: STEP 1, 2 and 3 requires a second adult to help “hold” the assemblies as being assembled.

WARNING / PINCH HAZARD!
Keep hands and fingers away from hinge until STEP 3 is complete and the hinge is in a controlled position.

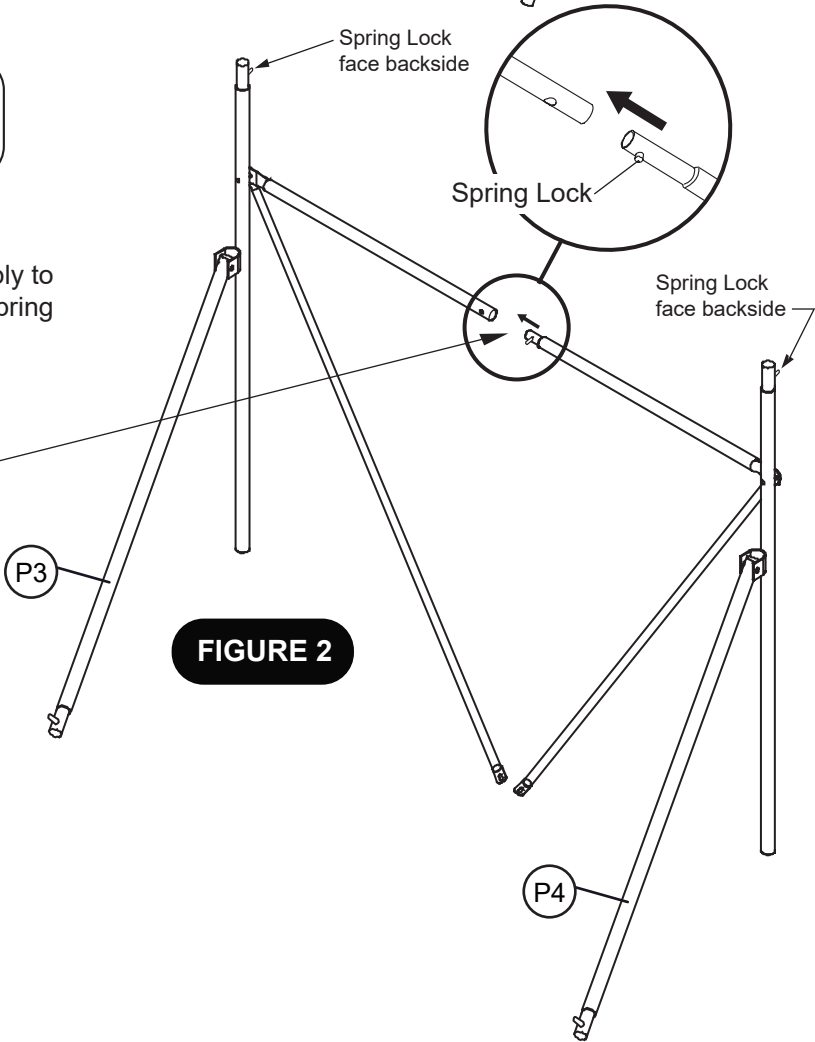


- PARTS REQUIRED:**
- 1 pc - **P3 Left** Middle Tubes Assembly
 - 1 pc - **P4 Right** Middle Tubes Assembly

STEP 2

Connect **P4 - Right** Middle Tubes Assembly to **P3 - Left** Middle Tubes Assembly using Spring Lock as shown in **FIGURE 2**.

NOTE: The only assembly in this step is connecting this spring lock.



Please study each diagram closely and read all assembly notes to insure correct assembly

PARTS REQUIRED:

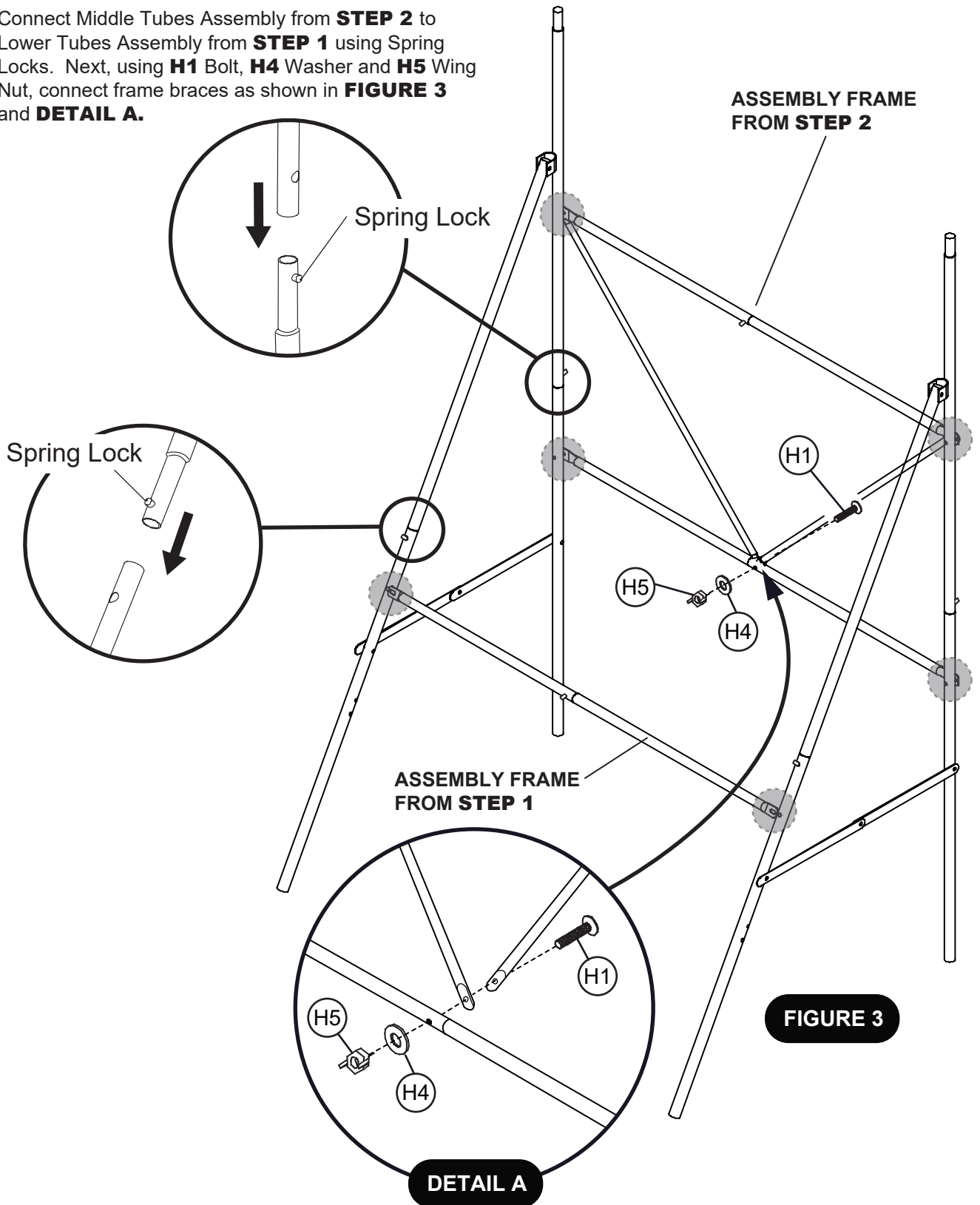
1 pc - **H1** M6 x 35 mm Allen Head Bolt
1 pc - **H4** Flat Washer
1 pc - **H5** Wing Nut



NOTE: Lastly, these six points can now be tightened using a phillips screwdriver or allen wrench (T1) provided and pliers.

STEP 3

Connect Middle Tubes Assembly from **STEP 2** to Lower Tubes Assembly from **STEP 1** using Spring Locks. Next, using **H1** Bolt, **H4** Washer and **H5** Wing Nut, connect frame braces as shown in **FIGURE 3** and **DETAIL A**.

**FIGURE 3**

Please study each diagram closely and read all assembly notes to insure correct assembly

PARTS REQUIRED:

2 pcs - **H2** M6 x 60 mm Allen Head Bolt

2 pcs - **H4** Flat Washer

2 pcs - **H5** Wing Nut

2 pcs - **H6** Plastic Bushing

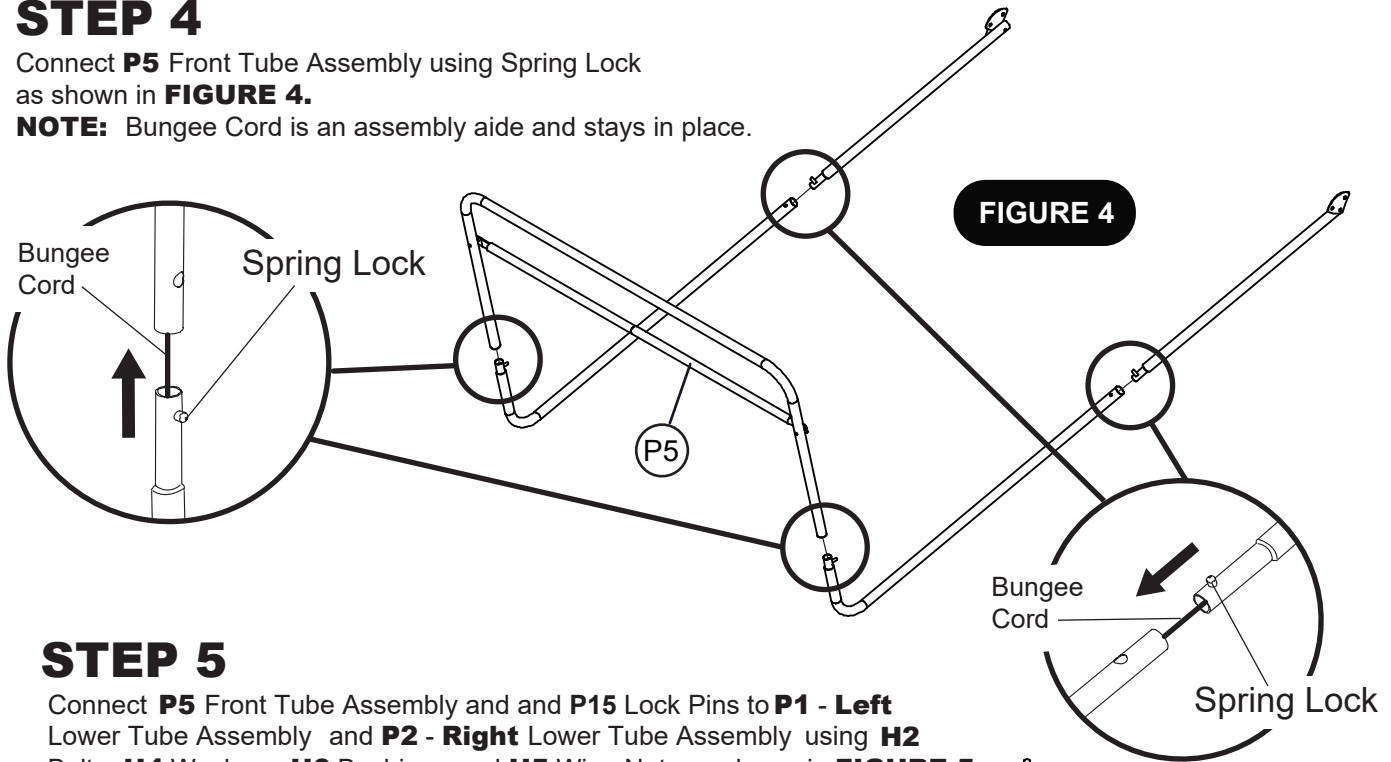
1 pc - **P5** Front Tube Assembly

2 pcs - **P15** Locking Pin

STEP 4

Connect **P5** Front Tube Assembly using Spring Lock as shown in **FIGURE 4**.

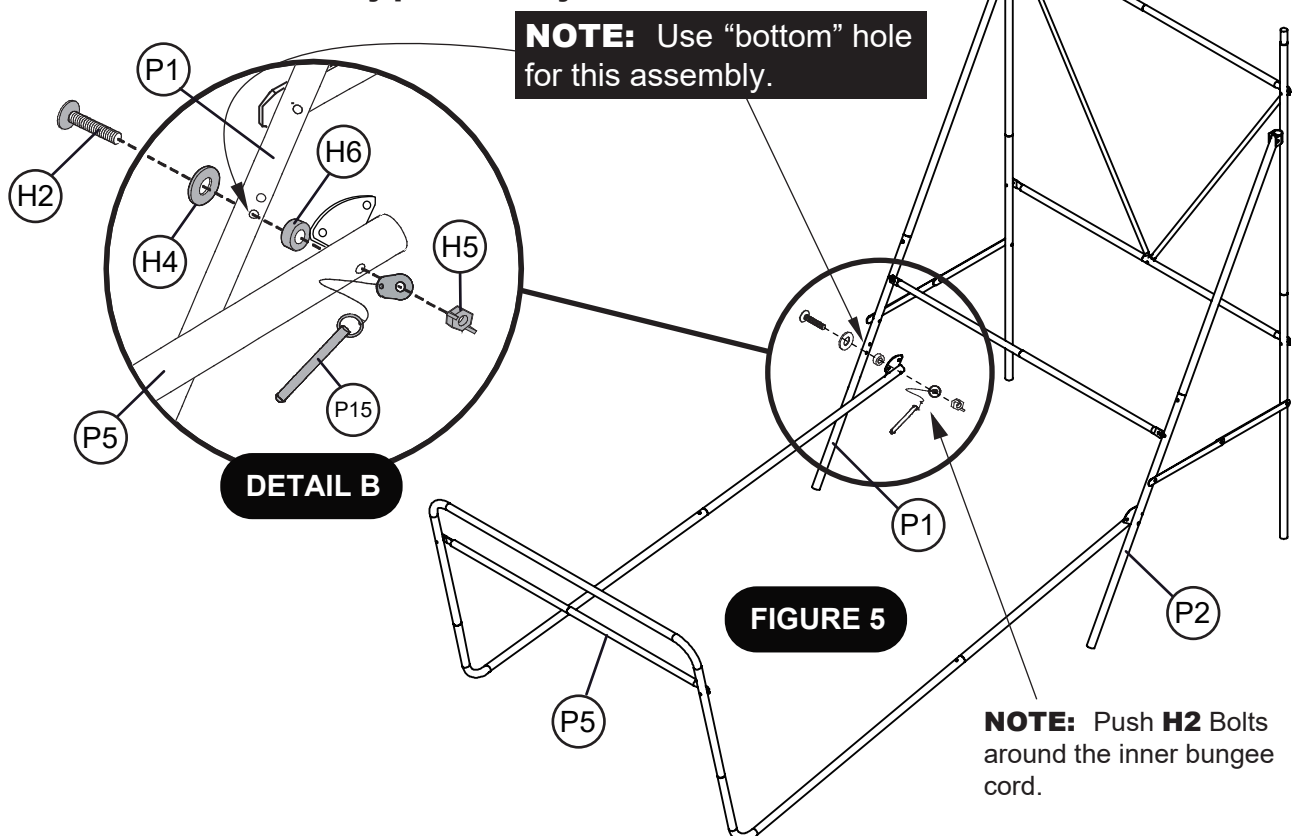
NOTE: Bungee Cord is an assembly aide and stays in place.



STEP 5

Connect **P5** Front Tube Assembly and **P15** Lock Pins to **P1** - Left Lower Tube Assembly and **P2** - Right Lower Tube Assembly using **H2** Bolts, **H4** Washers, **H6** Bushing, and **H5** Wing Nuts as shown in **FIGURE 5** and **DETAIL B**.

Note: This is a pivot point. “Snug” tighten **H5** Wing Nuts only. Make sure this assembly pivots freely.



Please study each diagram closely and read all assembly notes to insure correct assembly

PARTS REQUIRED:

16 pcs - **H3** M6 x 25 mm Allen Head Bolt

16 pcs - **H5** Wing Nut

16 pcs - **H8** Lock Washer

1 pc - **T1** Allen Wrench

2 pcs - **P18** Mechanical Scoring Arm Support Plate

1 pc - **P7** Backboard

2 pcs - **P11** Mechanical Scoring Arm

2 pcs - **P12** Rim

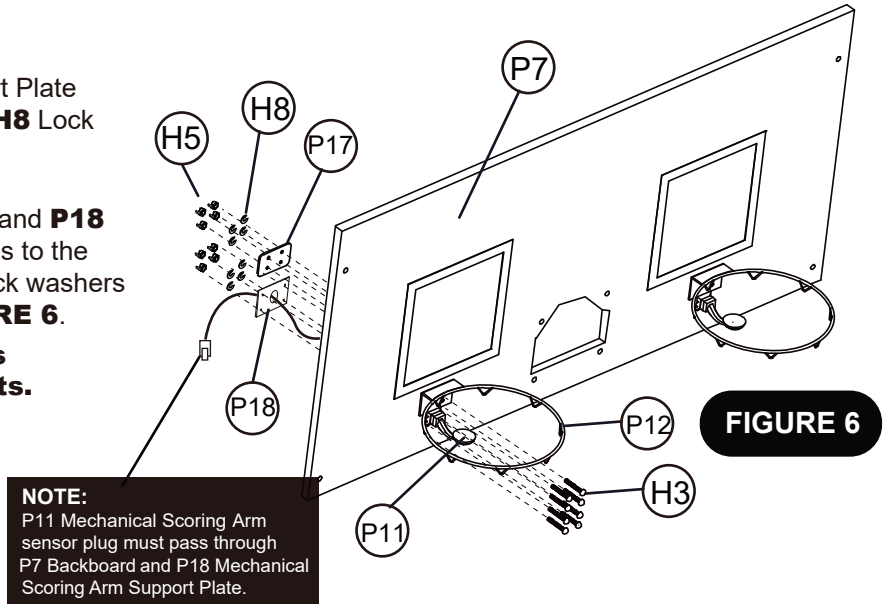
2 pcs - **P17** Rim Support Plate

STEP 6

Attach **P12** Rim and **P17** Rim Support Plate to the **P7** Backboard using **H3** Bolts, **H8** Lock Washers and **H5** Wing Nuts as shown in **FIGURE 6**.

Attach **P11** Mechanical Scoring Arms and **P18** Mechanical Scoring Arm Support Plates to the **P7** Backboard using **H3** Bolts, **H8** Lock washers and **H5** Wing nuts as shown in **FIGURE 6**.

Use T1 Allen Wrench and Pliers (not provided) to tighten all Bolts.



PARTS REQUIRED:

1 pc - **P9** Electronic Scorer

1 pc - **P10** Electronic Scorer Face Plate

2 pcs - **P13** Rim Net

NOTE:

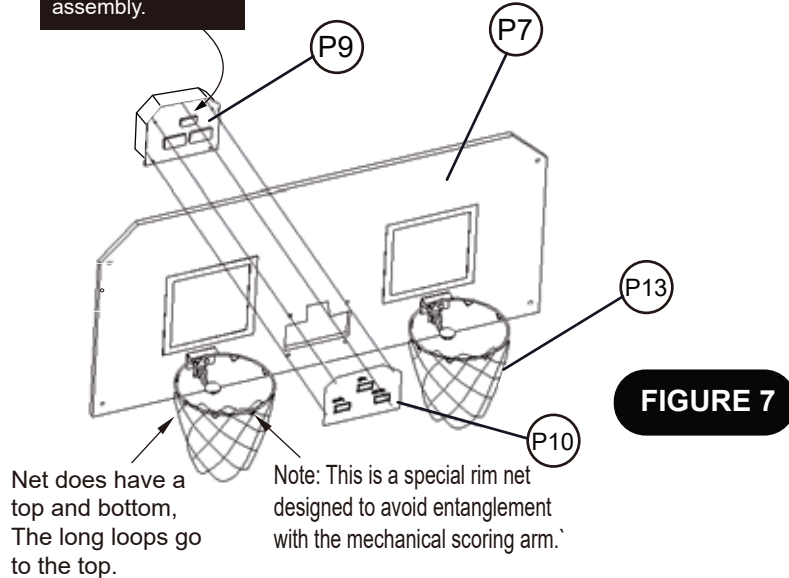
Remove Protective Coating before assembly.

STEP 7

Attach **P9** Electronic Scorer and **P10** Electronic Scorer Face Plate to **P7** Backboard as shown in **FIGURE 7**.

NOTE: Place **P10** Electronic Scorer Face Plate into **P7** Backboard first, then carefully “press” **P9** Electronic Scorer onto the four tabs on **P10**. **You should hear the four tabs “snap” into place.**

Loop the **P13** Rim Net through the ram horns on the **P12** Rims as shown in **FIGURE 7**.



Please study each diagram closely and read all assembly notes to insure correct assembly

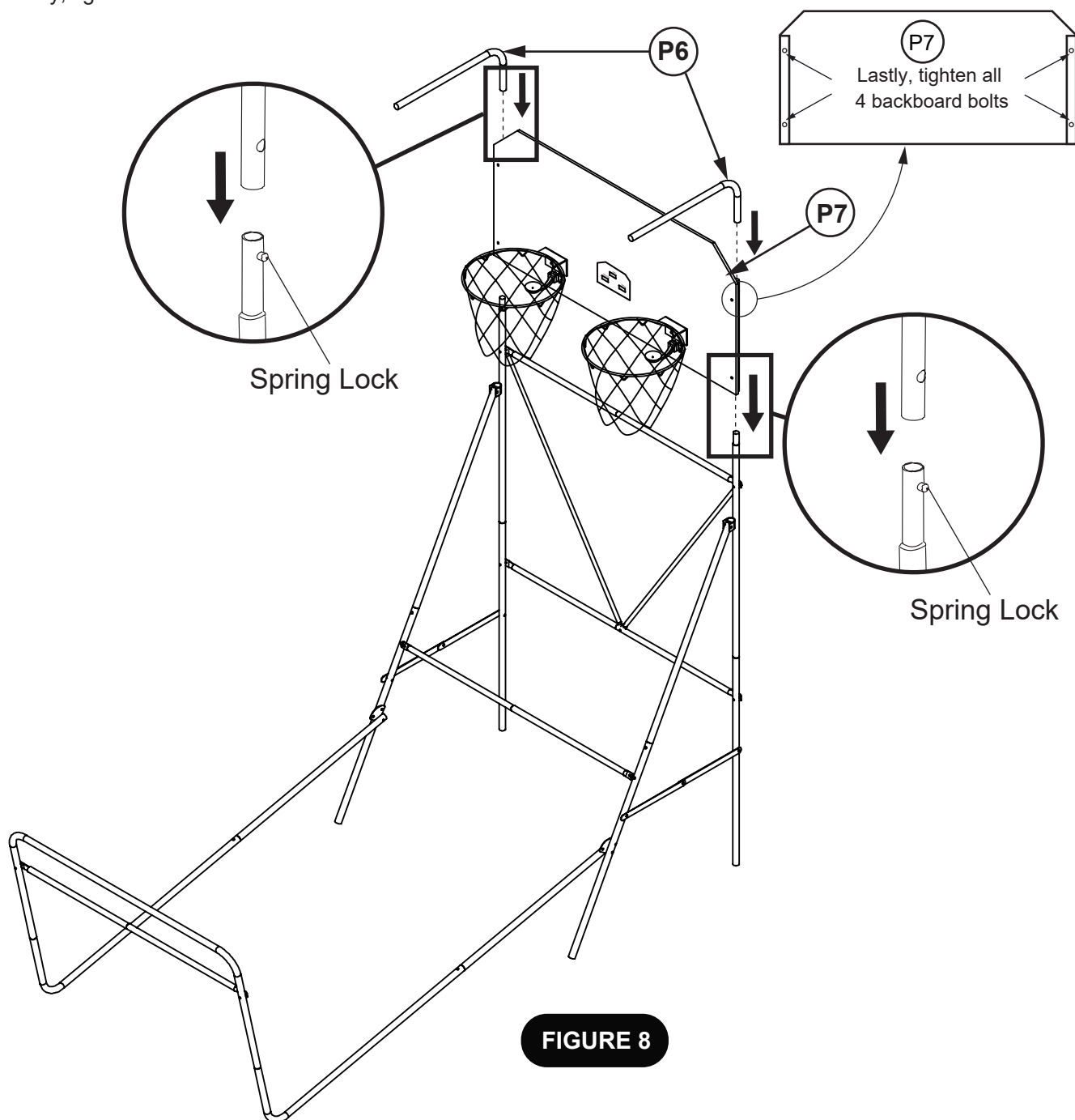
PARTS REQUIRED:
2 pcs - **P6** Upper Tube

STEP 8

Attach Backboard assembly from **STEP 7** to Frame assembly from **STEP 5** using Spring Lock as shown in **FIGURE 8**.

Attach **P6** Upper Tubes to **P7** Backboard assembly using Spring Lock as shown in **FIGURE 8**.

Lastly, tighten the 4 bolts used to attach the backboard.



Please study each diagram closely and read all assembly notes to insure correct assembly

PARTS REQUIRED:
1 pc - P8 Ramp Chute

STEP 9

Slide elastic loops and the sleeve of **P8** Ramp Chute onto **P6** Upper Tubes as shown in **FIGURE 9** and **DETAIL C**.

At the front of **P8** Ramp Chute, bring the ramp down and secure using hook and loop straps as shown in **FIGURE 9**. Secure all hook and loop straps on the shootout as shown in **FIGURE 9**.

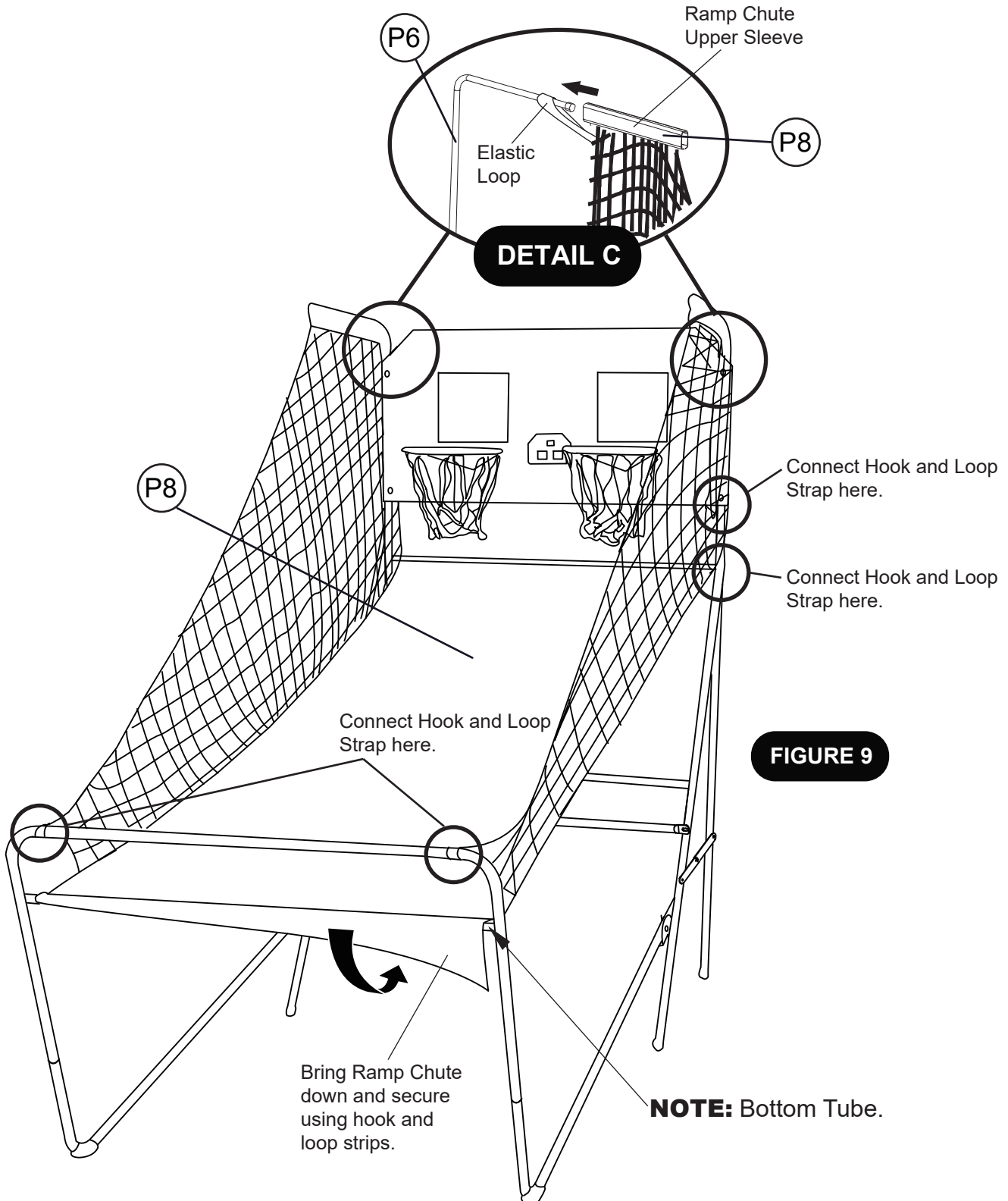


FIGURE 9

Please study each diagram closely and read all assembly notes to insure correct assembly

PARTS REQUIRED:

- 1 pc - **H7** Plastic Wing Bolt
- 1 pc - **P14** Control Box
- 1 pc - **P16** Scoring Control Box Wire

STEP 10

Connect **P11** Mechanical Scoring Arm sensor wires to **P9** Electronic Scorer as shown in **FIGURE 10**. Secure Elastic Loops from **P8** Ramp Chute to the back of **P7** Backboard attached Wing Nuts as shown in **FIGURE 10**.

Hook Elastic Loops over Wing Nuts in six locations as shown in FIGURE 10.

Connect **P16** Scoring Control Box Wire to **P9** Electronic Scorer as shown in **FIGURE 10** and **DETAIL D**.

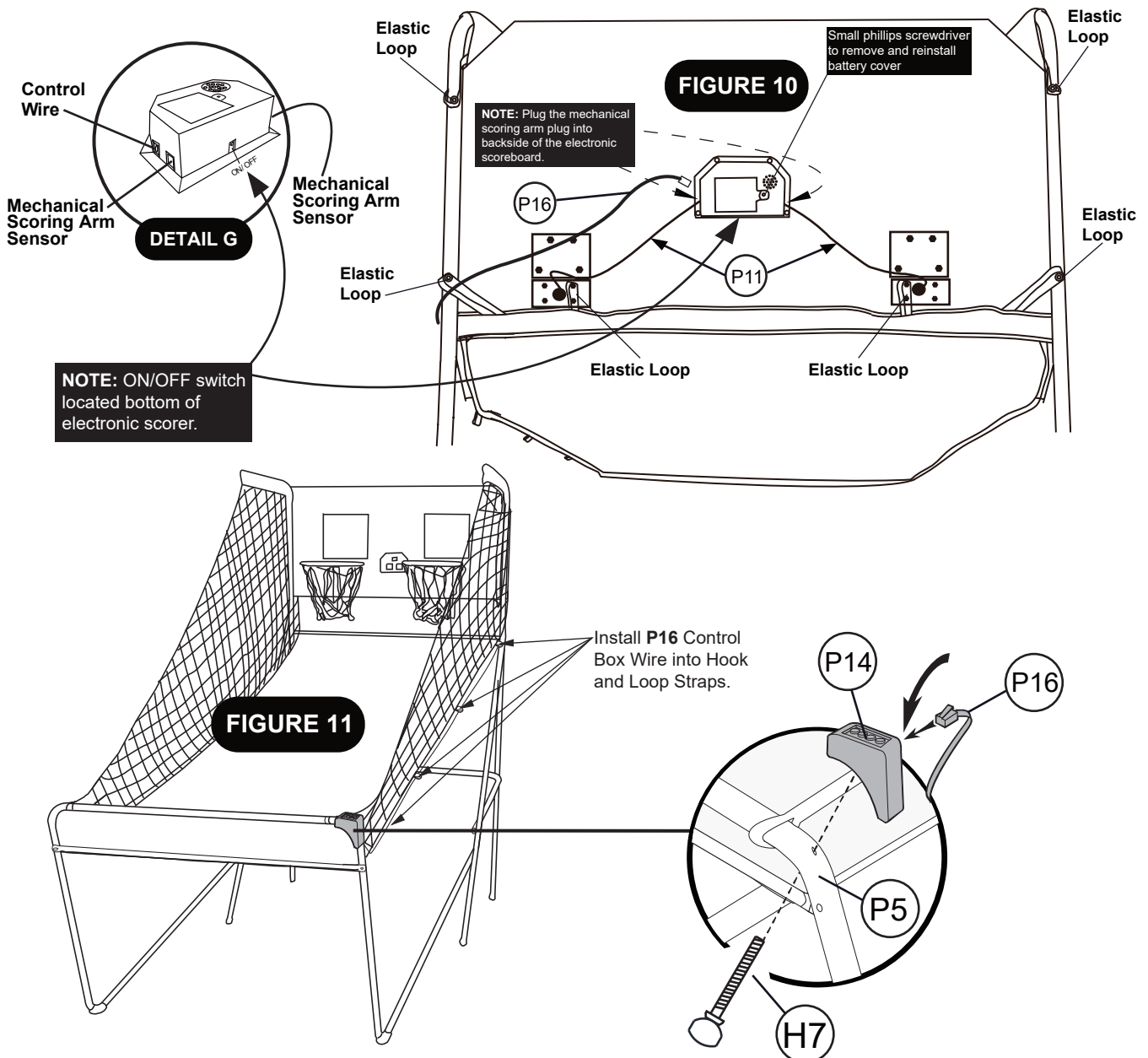
Now attach **P14** Control Box to the right corner of the front U-Tube **P5** using **H7** Wing Bolt as shown in **FIGURE 11**. Run the rest of **P16** Control Wire through the loops on **P8** Ramp Chute.

Insert 3(three) pieces “AA” batteries at the backside of electronic scoreboard.

Plug the mechanical scoring arm plug into backside of the electronic scoreboard.

Press on/off button at the bottom backside of the electronic scoreboard to play and stop the game.

See” **FIRST TIME BATTERY INSTALLATION AND NOTICE** “ , before installing batteries, located on **page 18**.

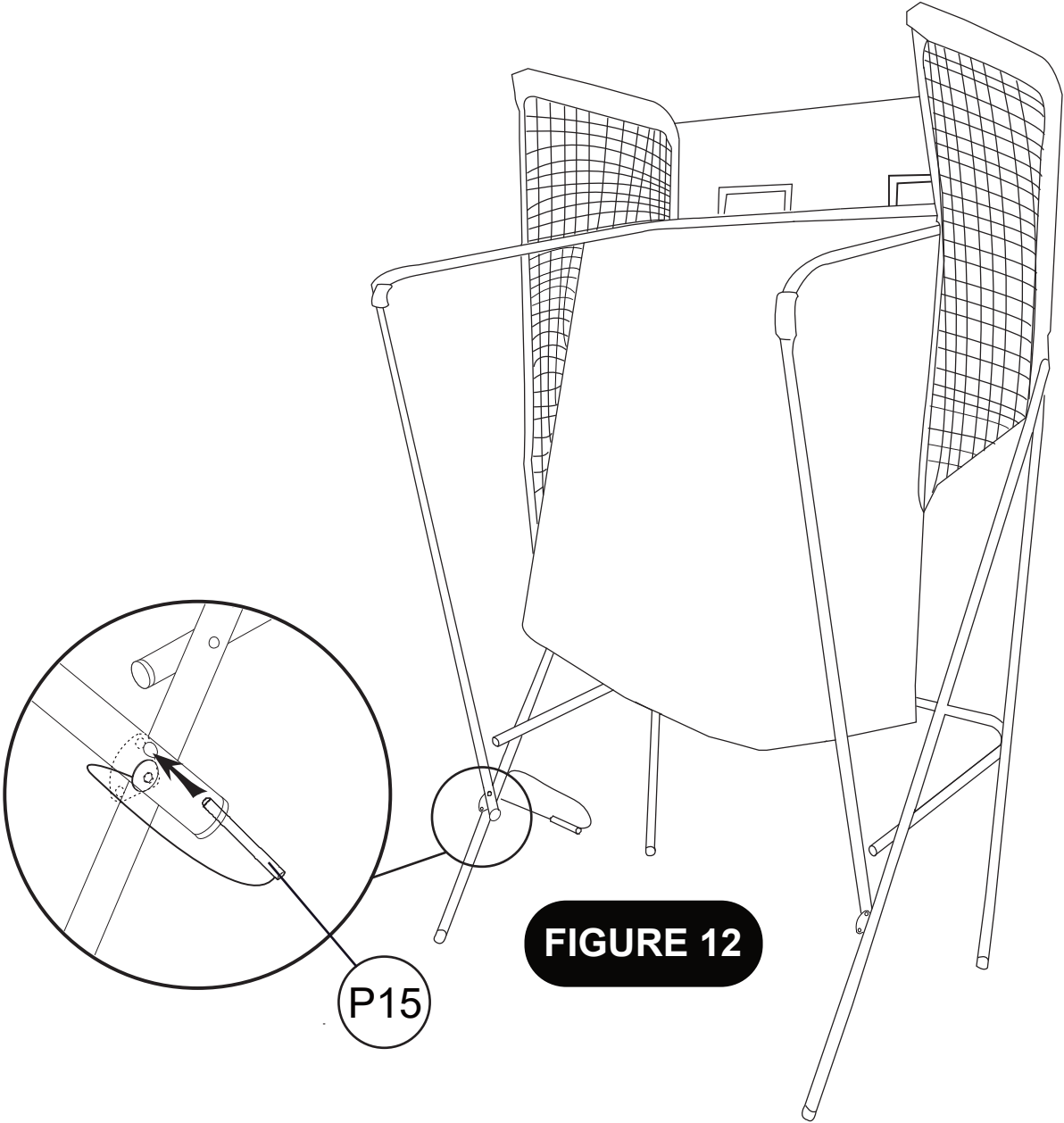


Please study each diagram closely and read all assembly notes to insure correct assembly

STORAGE POSITION

To fold the basketball game into the storage position, remove **P15** Locking Pins from the playing position. Lift the front ramp chute until the game is in the storage position as shown in **FIGURE 12**.

Then, insert the **P15** Locking Pins back into the lower tube to lock the basketball game into storage position.



Please study each diagram closely and read all assembly notes to insure correct assembly

**Congratulations! You have now assembled your Double Shootout.
Please note the Care and Use instructions below.**

CARE AND USE OF YOUR SHOOTOUT

1. Product can be used dry **OUTDOORS** - but must be stored **INDOORS**.
2. **DO NOT** sit, climb or lean on the unit.
3. **DO NOT** drag the unit when moving it, This will damage the legs.
4. **DO NOT** place backside of this product against wall as during play, the backside of product could become damaged or your wall could become damaged.
5. Periodically check all bolts and screws for correct tightness.

PRODUCT PARTS LIST

G06000

KEY	PARTS	DESCRIPTIONS	QTY
H1	G06000JLH1	M6 x 35 mm Allen Head Bolt	1
H2	G06000JLH2	M6 x 60 mm Allen Head Bolt	2
H3	G06000JLH3	M6 x 25 mm Allen Head Bolt	16
H4	G06000JLH4	M6 Flat Washer	3
H5	G06000JLH5	M6 Wing Nut	19
H6	G06000JLH6	Plastic Bushing	2
H7	G06000JLH7	Plastic Wing Bolt	1
H8	G06000JLH8	Lock Washer	16
T1	G06000JLT1	Allen Wrench	1
P1	G06000JLP1	Left Lower Tube Assembly	1
P2	G06000JLP2	Right Lower Tube Assembly	1
P3	G06000JLP3	Left Middle Tube Assembly	1
P4	G06000JLP4	Right Middle Tube Assembly	1
P5	G06000JLP5	Front Tube Assembly	1
P6	G06000JLP6	Upper Tube	2
P7	G06000JLP7	Backboard with Tubes Assembly	1
P8	G06000JLP8	Ramp Chute	1
P9	G06000JLP9	Electronic Scorer	1
P10	G06000JLP10	Electronic Scorer Face Plate	1
P11	G06000JLP11	Mechanical Scoring Arm	2
P12	G06000JLP12	Rim	2
P13	G06000JLP13	Rim Net	2
P14	G06000JLP14	Control Box	1
P15	G06000JLP15	Locking Pin	2
P16	G06000JLP16	Scoring Control Box Wire	1
P17	G06000JLP17	Rim Support Plate	2
P18	G06000JLP18	Mechanical Scoring Arm Support Plate	2
A1	G06000JLA1	Air Pump with Needle	1
A2	G06000JLA2	Basketball	4
K1	G06000JLK1	Hardware Kit	1
M1	G06000JLM1	Owner's Manual	1

Trouble Shooting:

Game won't turn on

1. Make sure switch on scorer is in the on position (located on back of backboard).
2. Make sure switch mechanical scoring arm wires are in the home and visitor slots on the scorer.
3. Make sure the control box wire is in the control slot on the scorer.
4. Press/hold down the on/off bottom on the scorer for 2 seconds to turn game on.

Game shuts off during play

1. Check the batteries. Make sure they are new batteries.
2. The batteries might be loose causing the game to shut off. Take off the battery cover on the scorer. Take a piece of paper, fold it so it fits over the batteries. Put the battery cover back on. This should better secure the batteries and prevent them from moving in any way.

General Control Box Operation

To be used any time the game has been off and is turned back on.

Please make sure switch is in the "ON" position located at the bottom of the electronic scorer on the back of the backboard.

Also, make sure batteries are good, located inside of the Electronic Scorer.

1. Press the ON/OFF button for 2 seconds to turn on.
2. Scoreboard will show "01" on the HOME side -- This is pre-set game #1 called "Beat The Time Clock".
3. Press the "Select Up" or "Select Down" buttons to select games 1 thru 8.
4. **Next -- Flow directly into the directions for games 1 thru 8 (Game Options) and follow those directions step by step for correct electronic scoring and gaming operation.**

Additional Electronic Scoring and Gaming Information:

- A. Press "Sound" to switch sound ON/OFF during a game while the clock is running.
- B. Press "Pause" to pause and then pause again to continue during a game while clock is running.
- C. Press and hold the "ON/OFF" button for 3 seconds to turn off the Electronic Scorer.
- D. Press and hold the "RESET" button for 3 seconds to return to Game Options.
- E. NOTE: If no shot is made or no button is pressed in 15 minutes, scorer will turn off automatically.

CONTROL BOX DIAGRAM



Game Options

1. Beat the time Clock

Press "PLAY" to enter game 1.

Press "UP or Down" to select single/multiple players (P1/P2/P3/P4).

Press "PLAY" after the number of player is selected.

Press "UP/Down" to select playing time, 30/45/60 seconds.

Press "PLAY" to begin the game.

Scoreboard "HOME" shows Player 1, 3; Scoreboard "VISITOR" shows Player 2, 4.

All shots worth 2 points until last 10 seconds, each score counts 3 points.

Countdown 5 seconds to next player's turn when one player finishes game.

Player with more points scored wins (LED will flash on player with higher score).

Press "PLAY" to restart this game.

To go to another game, turn game off and back on, follow steps 1 thru 4 in General Control Box Operation.

2. 3 Point Beat the Time Clock

Press "PLAY" to enter game 2.

Press "UP or Down" to select single/multiple players (P1/P2/P3/P4).

Press "PLAY" after the number of player is selected.

Press "UP/Down" to select playing time, 30/45/60 seconds.

Press "PLAY" to begin the game.

Scoreboard "HOME" shows Player 1, 3; Scoreboard "VISITOR" shows Player 2, 4.

All shots made count 3 points.

Countdown 5 seconds to next player's turn when one player finishes game.

Player with more points scored wins (LED will flash on player with higher score).

Press "PLAY" to restart this game.

To go to another game, turn game off and back on, follow steps 1 thru 4 in General Control Box Operation.

3. Battle Back

Press "PLAY" to enter game 3.

Press "UP or Down" to select 2 players / 4 players.

Press "PLAY" after the number of player is selected.

Shot made in "HOME" frame, +2 points scored display on "HOME" board and -2 points for "VISITOR".

Shot made in "VISITOR" frame, +2 points scored display on "VISITOR" board and -2 points for "HOME".

Once a player scores 10 points who wins and game is finished.

Press "PLAY" to restart this game.

To go to another game, turn game off and back on, follow steps 1 thru 4 in General Control Box Operation.

4. Horse

Press "PLAY" to enter game 4.

Press "UP or Down" to select multiple players (P2/P3/P4).

Press "PLAY" after the number of player is selected.

Player has to make a shot in 2 seconds.

First player is allowed to shoot at any hoop (Home or VISITOR). If first player scores in 2 seconds, no letter is given. Game continues for next player. Scoreboard will display "next player(P2P3/P4)" and LED will flash twice in a second. After flash, next player has to duplicate the shot in the same hoop selected by first player.

If player can't score in 2 seconds, player receives the first letter "H" which will display on scoreboard. Game remains for the same player until the player scores. If player keeps missing, player receives "O" followed by "R", "S", "E". The letter "E" is given, the player is out.

The first player to spell "horse" loses. Players stay in repeat step d.e.f. till game is finished.

The last player to spell "horse" wins. Press "PLAY" to restart this game.

To go to another game, turn game off and back on, follow steps 1 thru 4 in General Control Box Operation.

5. Check Point

Press "PLAY" to enter game 5.

Press "UP or Down" to select single/multiple players (P1/P2/P3/P4).

Press "PLAY" to begin the game.

"HOME" displays "player", "VISITOR" displays "24" points, pre-set 40 seconds playing time.

Points scored will display on scoreboard "HOME"

Before time is out, once 24/52/68/86 points is scored, playing time increases 10/20/10/20 seconds respectively.

Countdown 5 seconds to next player's turn when one player finishes game.

Player with more points scored wins (LED will flash on player with higher score).

Game is finished when a player scores 98 points. Press "PLAY" to restart this game

To go to another game, turn game off and back on, follow steps 1 thru 4 in General Control Box Operation.

6. Around the World

Use tape to mark the shooting lines. Press "PLAY" to enter game 6.

Press "UP or Down" to select single/multiple players (P1/P2/P3/P4).

Press "PLAY" after the number of player is selected.

Scoreboard "HOME" displays Player 1/2/3/4, "VISITOR" displays scored points.

Once score comes to 10 points or time comes to 99 seconds countdown 5 seconds to next player's turn when one player finishes game.

Player who finishes the game first wins (LED will flash on winner). Press "PLAY" to restart this game.

To go to another game, turn game off and back on, follow steps 1 thru 4 in General Control Box Operation.

7. Left and Right Shoot

Press "PLAY" to enter game 7.

Press "UP or Down" to select single/multiple players (P1/P2/P3/P4).

Press "PLAY" after the number of player is selected.

Press "UP or Down" to select playing time, 30/45/60 seconds.

Press "PLAY" to begin the game.

Scoreboard "HOME" displays Player, "VISITOR" displays points.

Make a shot in "HOME" frame when LED is flashing on "HOME", 2 points scored display on "HOME".

Make a shot in "VISITOR" frame when LED is flashing on "VISITOR", 2 points scored display on " VISITOR".

Countdown 5 seconds to next player's turn when one player finishes game.

Player with more points scored wins (LED will flash on player with higher score). Press "PLAY" to restart this game.

To go to another game, turn game off and back on, follow steps 1 thru 4 in General Control Box Operation.

8. One on One

Press "PLAY" to enter game 8.

Press "UP or Down" to select single/multiple players (P1/P2/P3/P4).

Press "PLAY" after the number of player is selected.

Press "UP or Down" to select playing time, 30/45/60 seconds.

Press "PLAY" to begin the game.

Shot made in "HOME" frame, 2 points scored for "HOME", all shots count 3 points in last 10 seconds.

Shot made in "VISITOR" frame, 2 points scored for "VISITOR", all shots count 3 points in last 10 seconds.

Player with more points scored wins when time is out.

Press "PLAY" to restart this game.

To go to another game, turn game off and back on, follow steps 1 thru 4 in General Control Box Operation.

First Time Battery Installation:

Locate battery compartment for this product .

Use alkaline batteries for maximum performance .

Using a small Phillips head screwdriver – loosen and remove the battery compartment cover screw(s).

Remove battery compartment cover .

Install new batteries only after reading the “ Battery Information NOTICE“ !

Replace compartment cover and secure cover with the cover screw . Do not over tighten and strip out the screw .

IMPORTANT: BATTERY INFORMATION

Please retain this information for future reference. Batteries must be installed / replaced by an adult .

Notice:

1. Remove and replace batteries when the electrical features of this product work slowly or are not functional .
2. Do not mix old and new batteries .
3. Do not mix different types of batteries : Alkaline , Standard (Carbon-Zinc) , or rechargeable (Nickel-Cadmium batteries) .
4. Use Alkaline Batteries for maximum performance .
5. Do not use damaged batteries .
6. Use only batteries of the same or equivalent type as recommended.
7. Install new batteries as per matching the battery polarity guide (+ & - , positive and negative) inside of the battery compartment . Correct battery polarity installation is critical as to not damage the internal electrical components as well as insuring the correct functionality of the product .
8. Do not short circuit the battery terminals .
9. Always remove exhausted , leaking , weak , and batteries from long periods of nonuse from the product . Battery leakage and corrosion can cause damage .
10. Check the battery terminals are clean and bright before installing new batteries.
11. Dispose of old batteries safely and per local battery disposal codes .
12. Do not dispose of batteries into a fire as they may explode or leak.
13. If removable rechargeable batteries are used , they are to be charged under adult supervision .
14. Rechargeable batteries are to removed from the product before they are charged .
15. If you use a battery charger, it should be examined regularly for damage to the cord , plug, enclosure, and other parts. Do not use a damaged or malfunctioning charger until it is properly repaired.
16. Non rechargeable batteries must not be recharged .
17. Always remove batteries from this product for extended storage and or non-use .
18. Should this product cause , or be affected by, local electrical interference , move it away from other electrical equipment . Reset (switching off and back on again and or removing and reinserting the batteries) if necessary .

90 DAY LIMITED WARRANTY

This consumer warranty extends to the original consumer purchase of any ESCALADESPORTS Product (hereinafter referred as the "Product").

WARRANTY DURATION: This Product is warranted to the original consumer purchase of a period of 90 days from the original purchase.

WARRANTY COVERAGE: ESCALADE SPORTS warrants to the original Consumer Purchaser that any Product of its manufacture is free from defects in material and workmanship when used for the intended purpose under normal use and conditions. THIS WARRANTY IS VOID IF THE PRODUCT HAS BEEN DAMAGED BY ACCIDENT, UNREASONABLE USE, NEGLIGENCE, IMPROPER SERVICE, FAILURE TO FOLLOW INSTRUCTIONS PROVIDED WITH THE PRODUCT OR OTHER CAUSES NOT ARISING OUT OF DEFECTS IN MATERIAL AND WORKMANSHIP.

WARRANTY PERFORMANCE: During the above 90 day warranty period, ESCALADESPORTS shall repair or replace with a comparable model, and Product, or component thereof, which may prove defective under normal use and proper care, and which our examination shall disclose to our satisfaction to be thus defective, please contact our Warranty Dept.

1-888-996-2729 / Warranty Dept.

Or Write us at:

Escalade® Sports, Inc. - P.O. Box 889, Evansville, IN 47706

Attn: Warranty Dept.

Or E-mail us at:

gameroom@escaladesports.com

Other than shipping requirements no charge will be made for such repair or replacement of in-warranty Products. ESCALADE SPORTS strongly recommends that the Product is insured for value prior to mailing.

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