



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

Or write to:

Escalade Sports
Customer Service Department
P.O. Box 889
Evansville IN 47706

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: **45-6101W/F**

Date Code: **2-45-6101F- -JL**

Purchase Date: _____

PLEASE RETAIN THIS INSTRUCTION MANUAL FOR FUTURE REFERENCE

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

IMPORTANT!

THE DRAWINGS IN THIS
MANUAL MAY BE
EXAGGERATED OR MODIFIED
TO SHOW DETAILS.



TWO (2) ADULTS ARE REQUIRED TO ASSEMBLE THIS BIG SHOT II BASKETBALL

Tools Needed:

Allen Wrench (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:

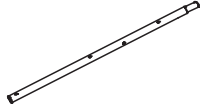
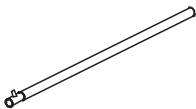
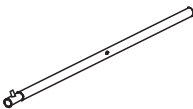
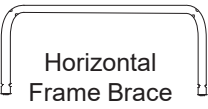
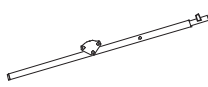
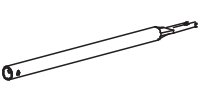
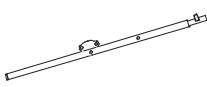
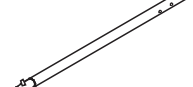
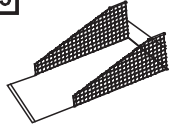
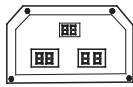
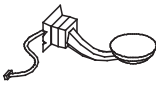
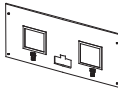
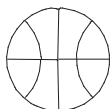
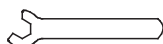
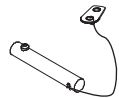
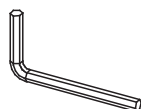
- 1) Do not mix old and new batteries.
- 2) Do not mix alkaline, standard (carbon zinc), or rechargeable (ni-cad, ni-mh, etc.) batteries.
- 3) Do not dispose of batteries in fire, batteries may explode or leak.



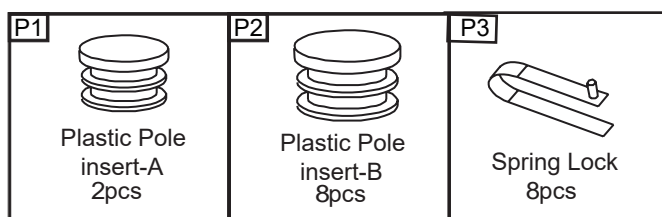
WARNING:

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

Parts List

1  Board L Tube Top 2pcs	2  Board Tube 2pcs	3  Left Tube 1pc	4  Right Tube 1pc	5  Horizontal Frame Brace U Tube 1pc
6  Left Mounting Tube 1pc	7  Support Tube 2pcs	8  Right Mounting Tube 1pc	9  Ramp Tube 2pcs	10  Ramp L Tube 2pcs
11  Ramp U Tube 1pc	12  Horizontal Tube 2pcs	13  Ramp Chute 1pc	14  Electronic Scorer 1pc	15  Mechanical Scoring Arm 2pcs
16  Control Box 1pc	17  Rim 2pcs	18  Rim Support Plate 2pcs	19  Inflation Pump With Needle 1pc	20  Net 2pcs
21  Backboard 1pc	22  M6 x 1mm Thick Washer 18pcs	23  M6 x 20mm Bolt 16pcs	24  M6 x 50mm Bolt 6pcs	25  M6 x 60mm Bolt 4pcs
26  M6 x 70mm Bolt 4pcs	27  M6 Lock Nut 32pcs	28  Basketball 4pcs	29  (Packed inside Scorer Box) 3.5 x 10mm Screw 4pcs	30  Electronic Scorer Face Plate 1pc
31  Wrench 1pc	32  M6 x 92mm Bolt 2pcs	33  Locking Pin 2pcs	34  A/C Adaptor 1pc	35  Mechanical Arm Support Plate 2pcs
36  Allen Wrench 1pc	37  Scorer Control Wire 1pc	38  Wing Bolt (For control box) 1pc	39  M6 x 2mm Thick Plastic Washer 2pcs	

PRE-INSTALLED PARTS



Assembly Instructions

Find a clean, level place to begin the assembly of your Basketball Game. We recommend that two adults work together to assembly this basketball game.

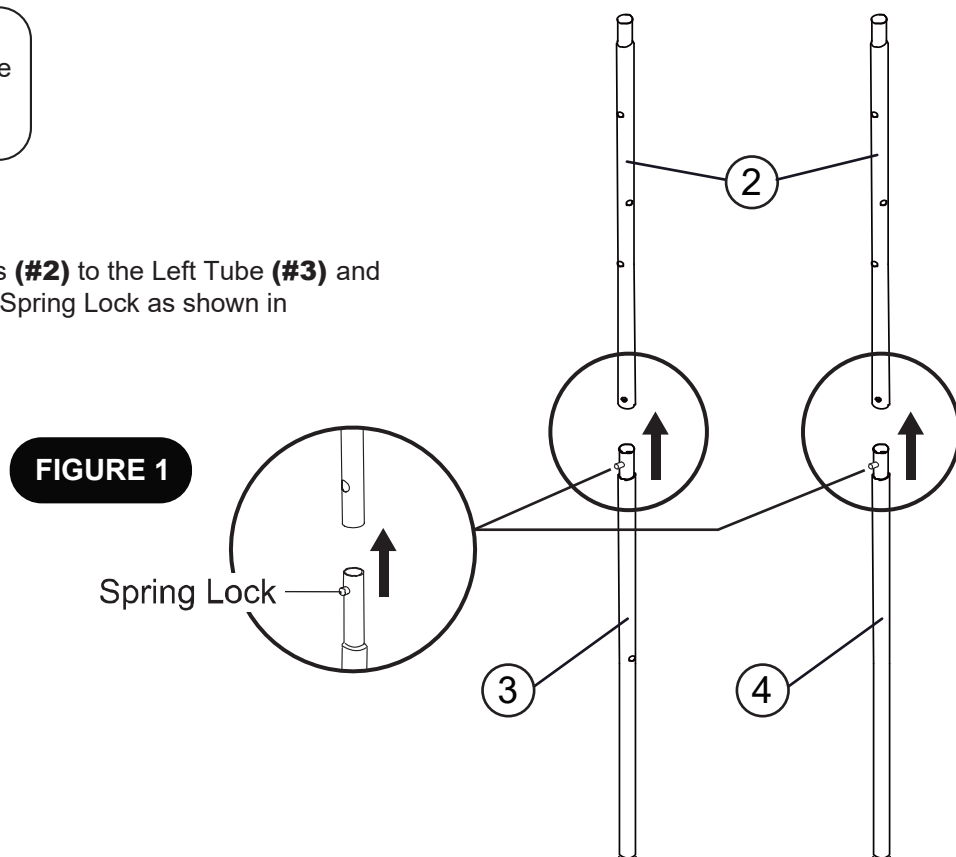
Remove all the parts from the box and verify that you have all of the listed parts as shown on the Parts List. Carefully cut or tear the four corners of the box so that the bottom of the box can be used as your work surface.

PARTS REQUIRED:

2 pcs - **#2** Board Tube
1 pc - **#3** Left Tube
1 pc - **#4** Right Tube

STEP 1

Attach the Board Tubes (**#2**) to the Left Tube (**#3**) and Right Tube (**#4**) using Spring Lock as shown in **FIGURE 1**.



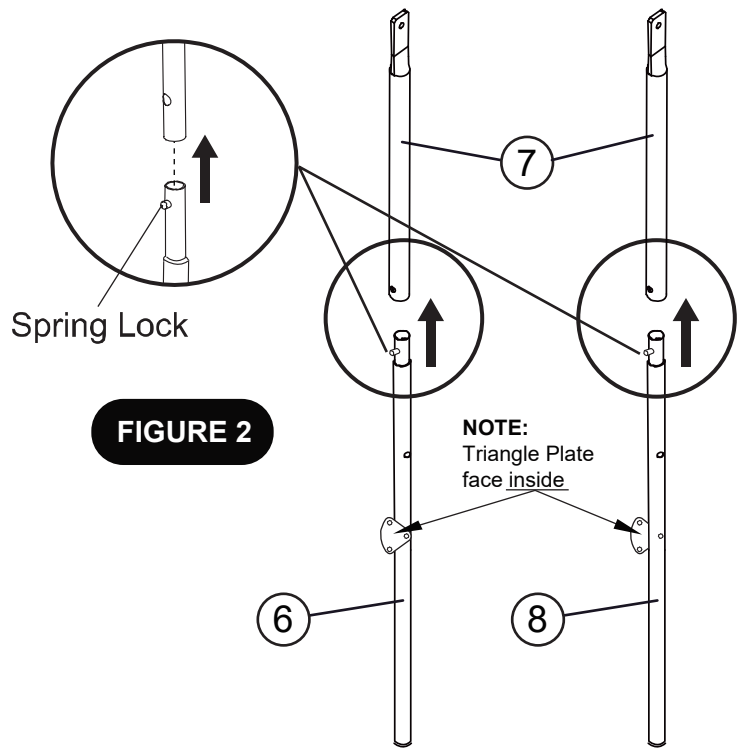
Please study each diagram closely and read all assembly notes to insure correct assembly

PARTS REQUIRED:

- 1 pc - #6 Left Mounting Tube
- 2 pcs - #7 Support Tube
- 1 pc - #8 Right Mounting Tube

STEP 2

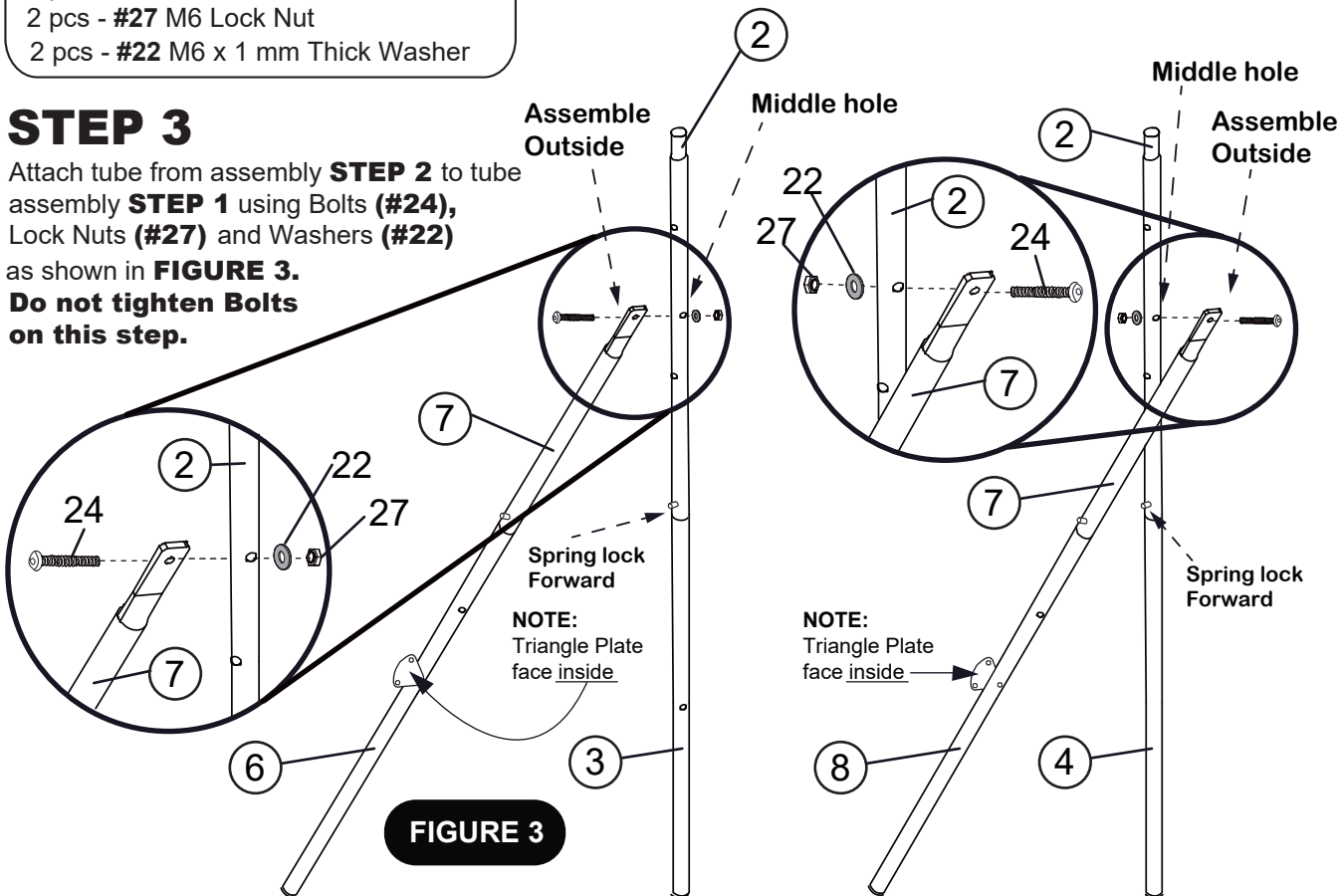
Attach the Support Tubes (#7) to the Left Mounting Tube (#6) and Right Mounting Tube (#8) using Spring Lock as shown in **FIGURE 2**.

**FIGURE 2****PARTS REQUIRED:**

- 2 pcs - #24 M6 x 50mm Allen Head Bolt
- 2 pcs - #27 M6 Lock Nut
- 2 pcs - #22 M6 x 1 mm Thick Washer

STEP 3

Attach tube from assembly **STEP 2** to tube assembly **STEP 1** using Bolts (#24), Lock Nuts (#27) and Washers (#22) as shown in **FIGURE 3**.
Do not tighten Bolts on this step.

**FIGURE 3**

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

PARTS REQUIRED:

1 pc - **#5** Horizontal Frame Brace U-Tube
1 pc - **#12** Horizontal Tube
2 pcs - **#24** M6 x 50 mm Allen Head Bolt
6 pcs - **#22** M6 x 1 mm Thick Washer

4 pcs - **#26** M6 x 70 mm Allen Head Bolt
6 pcs - **#27** M6 Lock Nut
1 pc - **#31** Wrench
1 pc - **#36** Allen Wrench

STEP 4

Attach Horizontal Frame Brace U-Tube (**#5**) to tubes from assembly **STEP 3** using Bolts (**#26**), Lock Nuts (**#27**) and Washers (**#22**) as shown in **FIGURE 4**.

Attach Horizontal Tube (**#12**) to tubes (**#2**) using Bolts (**#24**), Lock Nuts (**#27**) and Washers (**#22**) as shown in **FIGURE 4**.

Use Wrench (**#31**) and Allen Wrench (**#36**) to tighten all Bolts.

Tighten, but do not overtighten.

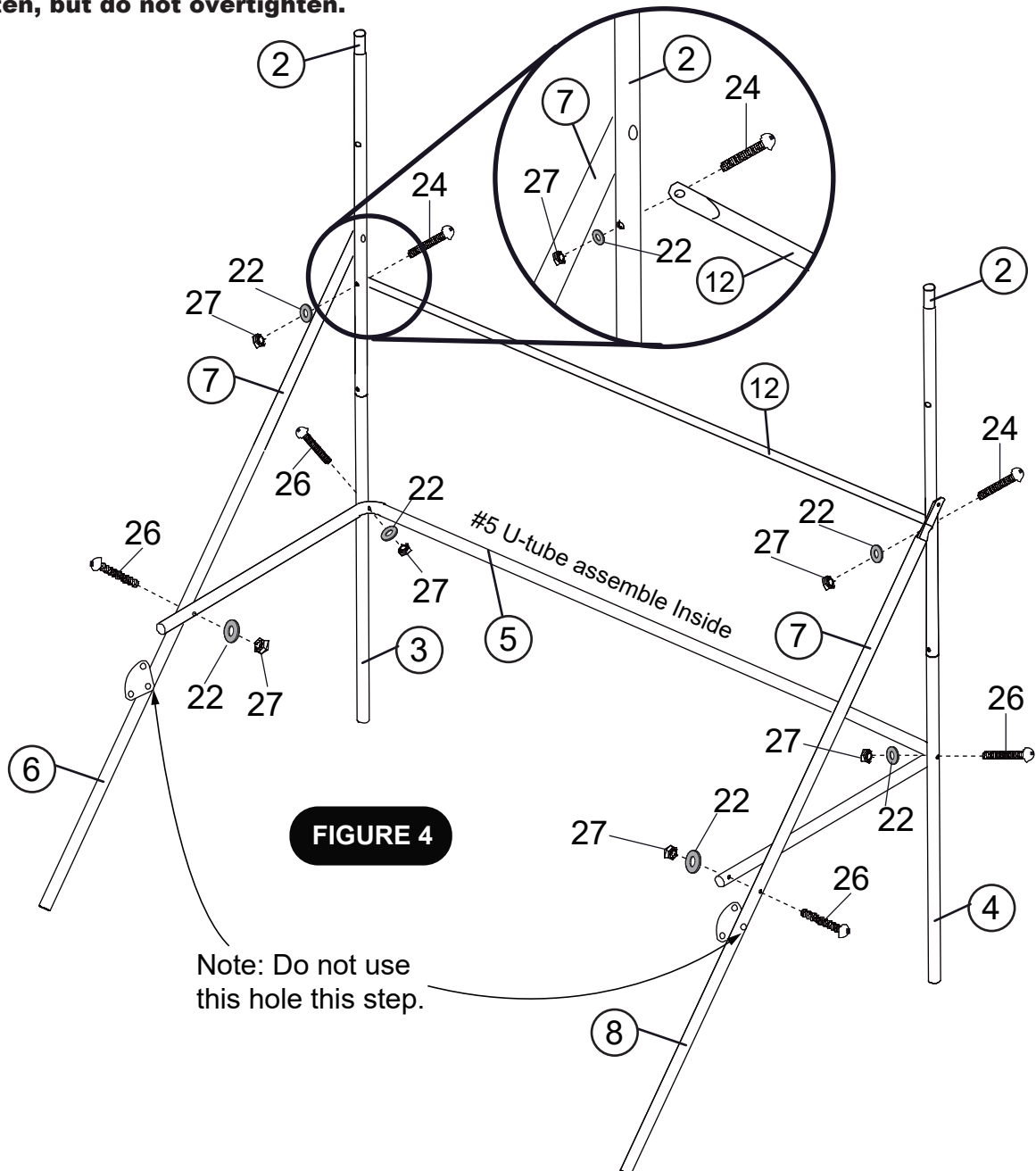


FIGURE 4

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

PARTS REQUIRED:

2 pcs - **#1** Board L-Tube Top
2 pcs - **#9** Ramp Tube
2 pcs - **#10** Ramp L-Tube
2 pcs - **#22** M6 x 1 mm Thick Washer
2 pcs - **#27** M6 Lock Nut

2 pcs - **#32** M6 x 92 mm Allen Head Bolt
2 pcs - **#33** Locking Pin
2 pcs - **#39** M6 x 2 mm Thick Plastic Washer
1 pc - **#31** Wrench
1 pc - **#36** Allen Wrench

STEP 5

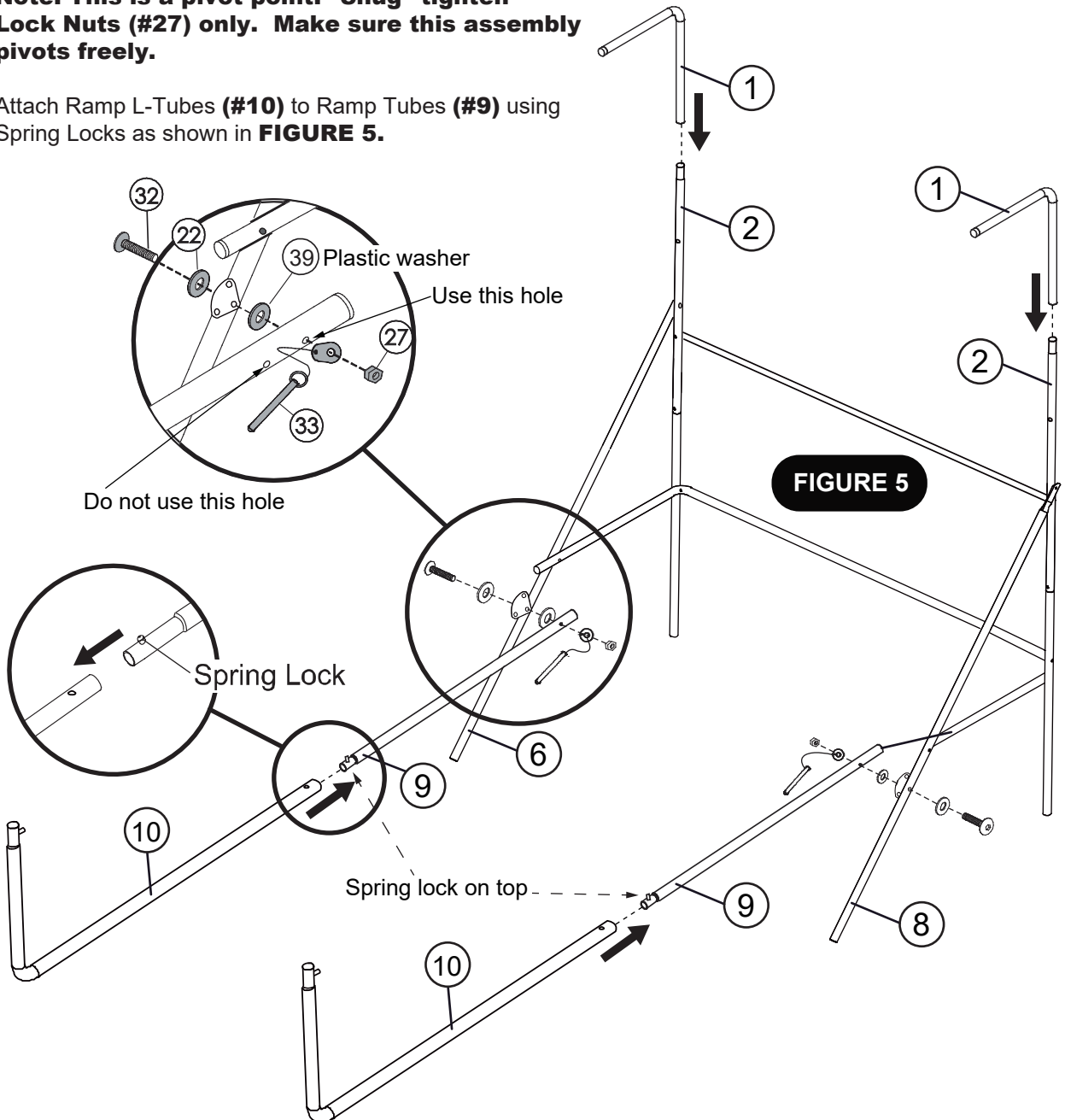
Insert Board L-Tubes (**#1**) into Board Tubes (**#2**) as shown in **FIGURE 5**.

Attach Ramp Tubes (**#9**) to Left Mounting Tube (**#6**) and Right Mounting Tube (**#8**) using Bolts (**#32**), Washers (**#22**), Washers (**#39**), Locking Pins (**#33**) and Lock Nuts (**#27**) as shown in **FIGURE 5**.

Use Wrench (**#31**) and Allen Wrench (**#36**) to tighten Bolts.

Note: This is a pivot point. “Snug” tighten Lock Nuts (#27**) only. Make sure this assembly pivots freely.**

Attach Ramp L-Tubes (**#10**) to Ramp Tubes (**#9**) using Spring Locks as shown in **FIGURE 5**.



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

PARTS REQUIRED:

2 pcs - **#15** Mechanical Scoring Arm
2 pcs - **#17** Rim
2 pcs - **#18** Rim Support Plate
1 pc - **#21** Backboard
2 pcs - **#35** Mechanical Arm Support Plate

16 pcs - **#23** M6 x 20 mm Bolt
16 pcs - **#27** M6 Lock Nut
1 pc - **#31** Wrench
1 pc - **#36** Allen Wrench

STEP 6

Attach Rims (**#17**) and Rim Support Plates (**#18**) to the Backboard (**#21**) using Bolts (**#23**) and Lock Nuts (**#27**) as shown in **FIGURE 6**.

Attach Mechanical Scoring Arms (**#15**) and Mechanical Scoring Arm Support Plates (**#35**) to the Backboard (**#21**) using Bolts (**#23**) and Lock Nuts (**#27**) as shown in **FIGURE 6**.

Use Wrench (**#31**) and Allen Wrench (**#36**) tighten all Bolts.

NOTE:
Mechanical Scoring Arm (**#15**) sensor plug must pass through Backboard (**#21**) and Mechanical Scoring Arm Support Plate (**#35**)

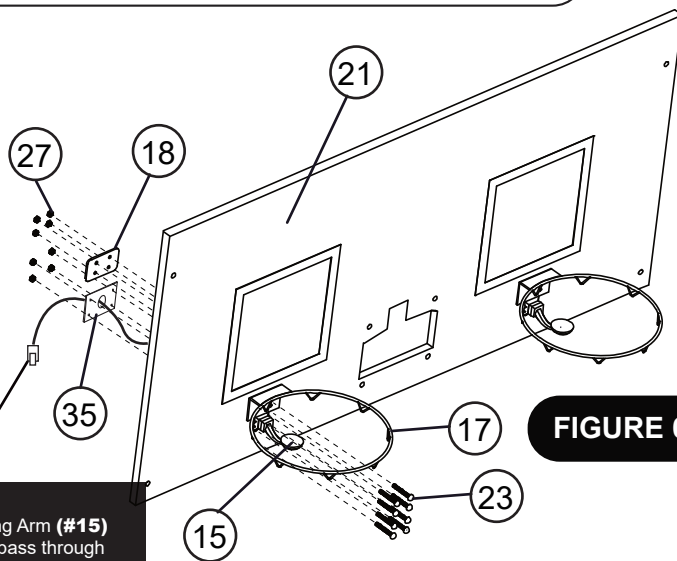


FIGURE 6

PARTS REQUIRED:

1 pc - **#14** Electronic Scorer
2 pcs - **#20** Rim Net
4 pcs - **#29** 3.5 x 10 mm Screw
1 pc - **#30** Electronic Scorer Face Plate

STEP 7

Attach Electronic Scorer Face Plate to the Backboard (**#21**) and connect with Electronic Scorer (**#14**) using Screws (**#29**) as shown in **FIGURE 7**.

Loop the Rim Net (**#20**) through the ram horns on the Rims (**#17**) as shown in **FIGURE 7**.

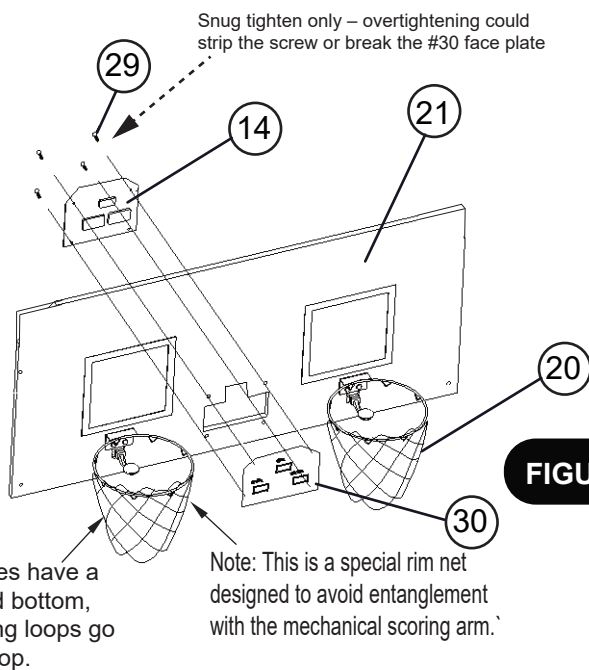
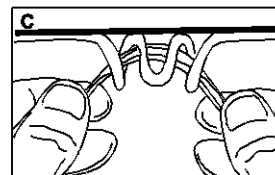
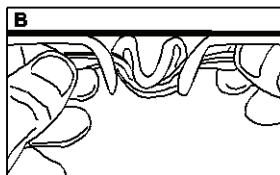
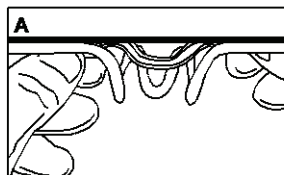


FIGURE 7



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

PARTS REQUIRED:

1 pc - #11 Ramp U-Tube

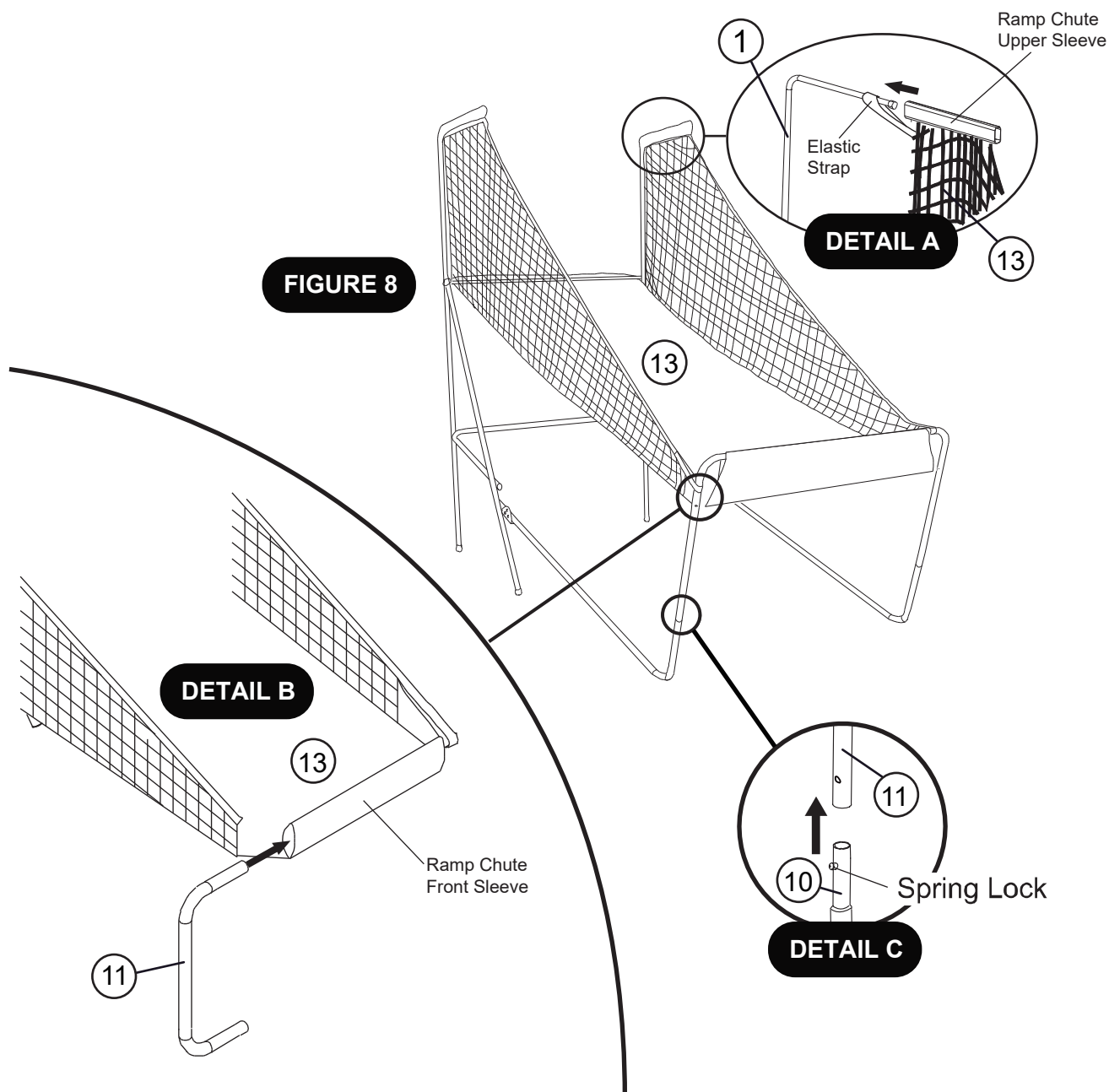
1 pc - #13 Ramp Chute

STEP 8

Slide elastic straps and the sleeve of the Ramp Chute (#13) onto the Board L-Tube Top (#1) as shown in **FIGURE 8** and **DETAIL A**.

Slide the Ramp U-Tube (#11) into the front sleeve of the Ramp Chute (#13) as shown in **FIGURE 8** and **DETAIL B**.

Attach the Front U-Tube (#11) to the Ramp L-Tube (#10) using Spring Lock as shown in **FIGURE 8** and **DETAIL C**.



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

PARTS REQUIRED:

- 1 pc - #12 Horizontal Tube
- 8 pcs - #22 M6 x 1 mm Thick Washer
- 2 pcs - #24 M6 x 50 mm Bolt
- 4 pcs - #25 M6 x 60 mm Bolt
- 6 pcs - #27 M6 Lock Nut
- 1 pc - #31 Wrench
- 1 pc - #36 Allen Wrench

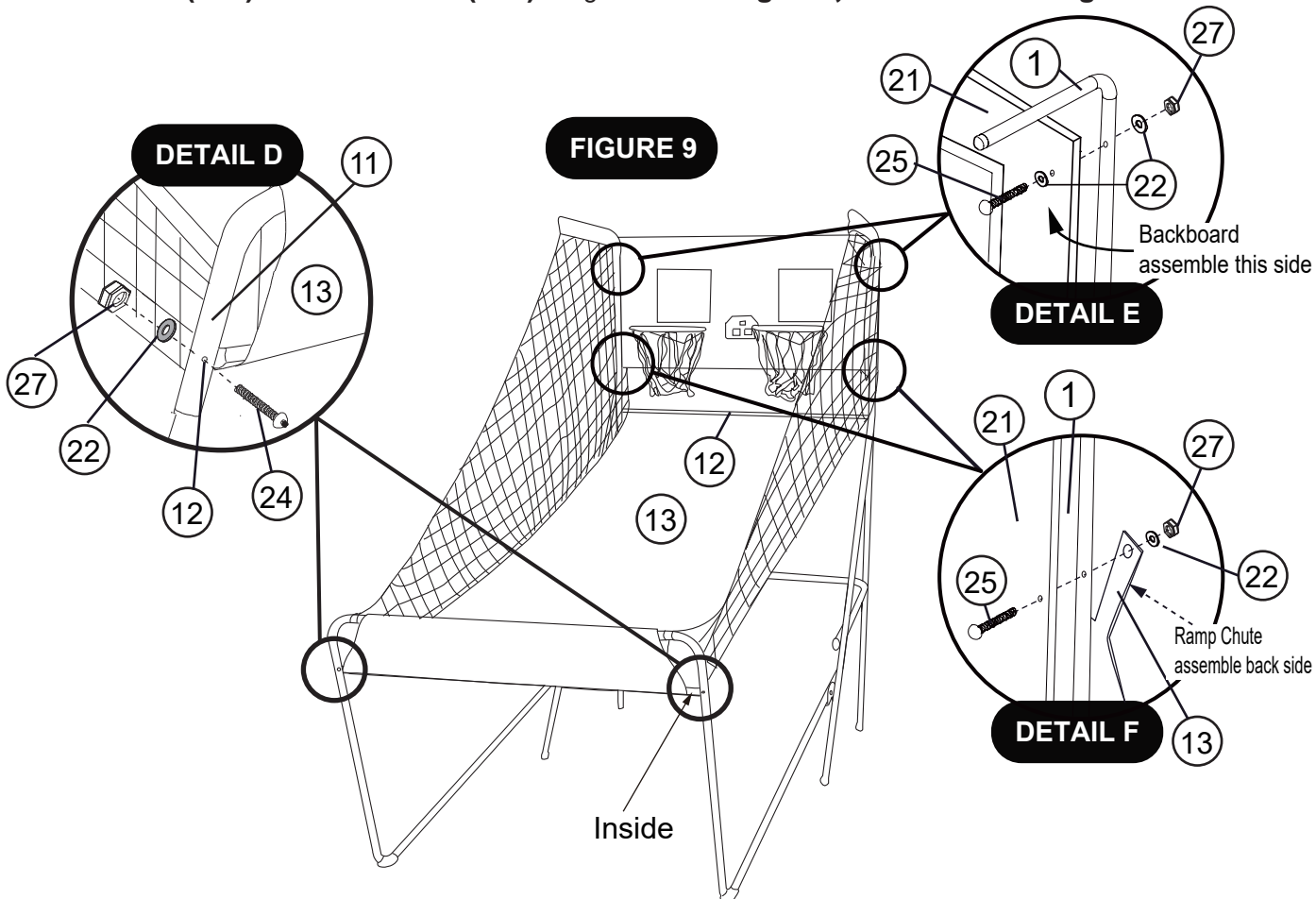
STEP 9

Place Horizontal Tube (#12) over the lower / front sleeve of Ramp Chute (#13) and then attach it to the Ramp U-Tube (#11) using Bolts (#24) and Lock Nuts (#27) as shown in **FIGURE 9** and **DETAIL D**. Use Wrench (#31) and Allen Wrench (#36) to tighten Bolts. **Tighten, but do not overtighten.**

With the help of another adult, Attach the Backboard (#21) assembly to the Board L-Tubes Top (#1) using Bolts (#25), Washers (#22) and Lock Nuts (#27) as shown in **FIGURE 9** and **DETAIL E**.

At the bottom hole of the backboard, bring the ramp up behind the Tube (#12), attach the ramp tabs of Ramp Chute (#13) using Bolts (#25), Washers (#22) and Lock Nuts (#27) as shown in **FIGURE 9** and **DETAIL F**.

Use Wrench (#31) and Allen Wrench (#36) to tighten Bolts. **Tighten, but do not overtighten.**



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

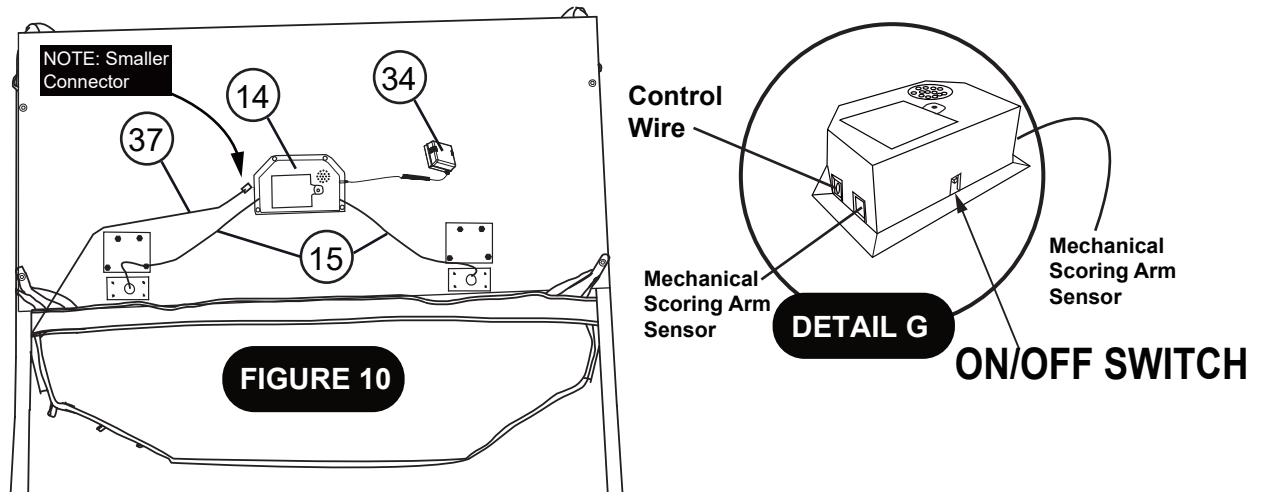
PARTS REQUIRED:

1 pc - **#16** Control Box 1 pc - **#37** Control Wire
1 pc - **#34** A/C Adapter 1 pc - **#38** Wing Bolt

STEP 10

Connect the Sensor Wire of Mechanical Scoring Arms (**#15**) to Electronic Scorer (**#14**) as shown in **FIGURE 10**. Connect the Control Wire (**#37**) to Electronic Scorer (**#14**) as shown in **FIGURE 10** and **DETAIL G**. This game has a Dual Power feature. You can insert 3 AA Batteries (not included) into the battery compartment on the back of the Electronic Scorer (**#14**) --- OR --- use the A/C Adapter (provided) when your shootout is close to a power source. Please remove the batteries when you are using the A/C Adapter.

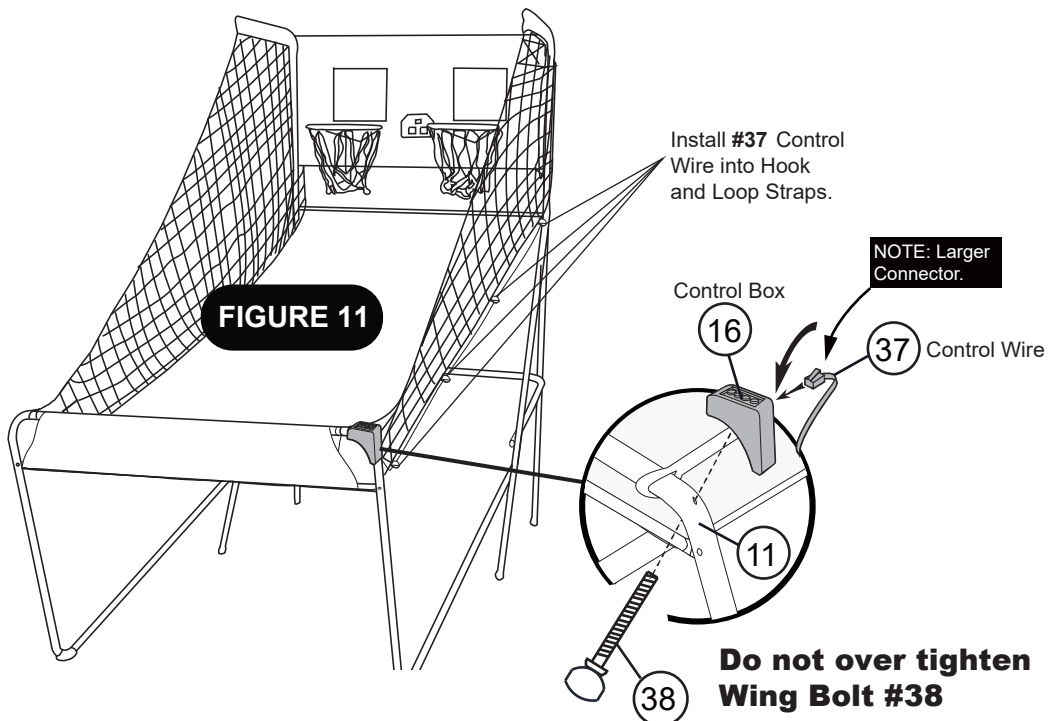
See " **FIRST TIME BATTERY INSTALLATION AND NOTICE** " , before installing batteries, located on **page 17**.



STEP 11

Now attach the Control Box (**#16**) to the right corner of the Ramp U-Tube (**#11**) using Wing Bolt (**#38**) as shown in **FIGURE 11**.

Run the rest of the Control Wire (**#37**) through the loops on the Ramp Chute (**#13**).



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

To fold the basketball game into the storage position, remove the Lock Pins (#33) from the playing position on the Mounting Tubes (#6) & (#8). Lift the Front Horizontal Ramp Support Tube (#11) until the game is in the storage position as shown in **FIG. 12**

Insert the Lock Pins (#33) back into the Mounting Tubes (#6) & (#8), locking the basketball game into the storage position.

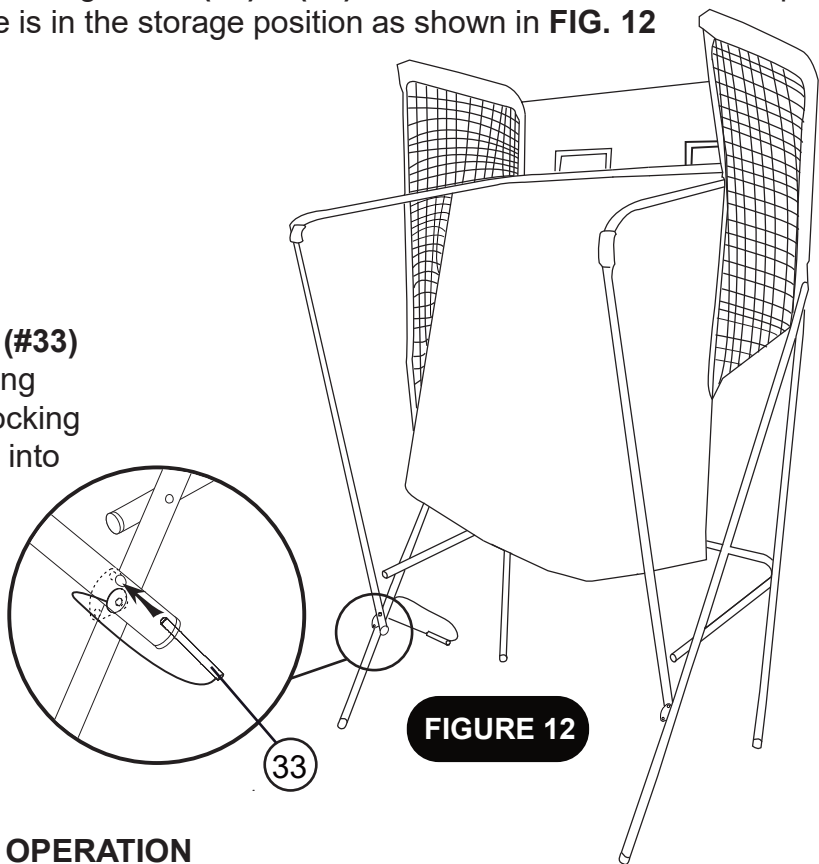
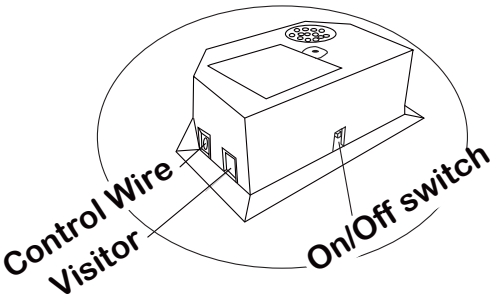


FIGURE 12

ELECTRONIC SCORER OPERATION

Unscrew screw using a screwdriver and open the battery box. Insert 3 AA batteries (not included) in the order of polarity as shown on the inside cover. Then close the cover using a screwdriver. Turn the power ON using the ON/OFF switch. (if the game will not be used for a long period of the time, we recommend that the batteries should be removed).



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

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."

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 button 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 99 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.

Spare Parts List

KEY#	PART#	DESCRIPTION	QTY
1	45-6101JL1	Board L Tube Top	2
2	45-6101JL2	Board Tube	2
3	45-6101JL3	Left Tube	1
4	45-6101JL4	Right Tube	1
5	45-6101JL5	Horizontal Frame Brace U Tube	1
6	45-6101JL6	Left Mounting Tube	1
7	45-6101JL7	Support Tube	2
8	45-6101JL8	Right Mounting Tube	1
9	45-6101JL9	Ramp Tube	2
10	45-6101JL10	Ramp L Tube	2
11	45-6101JL11	Ramp U Tube	1
12	45-6101JL12	Horizontal Tube	2
13	45-6101JL13	Ramp Chute	1
14	45-6101JL14	Electronic Scorer	1
15	45-6101JL15	Mechanical Scoring Arm	2
16	45-6101JL16	Control Box	1
17	45-6101JL17	Rim	2
18	45-6101JL18	Rim Support Plate	2
19	45-6101JL19	Inflation Pump With Needle	1
20	45-6101JL20	Net	2
21	45-6101JL21	Backboard	1
22	45-6101JL22	M6 X 1mm Thick Washer	18
23	45-6101JL23	M6 X 20mm Bolt	16
24	45-6101JL24	M6 X 50mm Bolt	6
25	45-6101JL25	M6 X 60mm Bolt	4
26	45-6101JL26	M6 X 70mm Bolt	4
27	45-6101JL27	M6 Lock Nut	32
28	45-6101JL28	Basketball	4
29	45-6101JL29	3.5 x 10mm Screw	4
30	45-6101JL30	Electronic Scorer Face Plate	1
31	45-6101JL31	Wrench	1
32	45-6101JL32	M6 X 92mm Bolt	2
33	45-6101JL33	Locking Pin	2
34	45-6101JL34	A/C Adapter	1
35	45-6101JL35	Mechanical Arm Support Plate	2
36	45-6101JL36	Allen Wrench	1
37	45-6101JL37	Scorer Control Wire	1
38	45-6101JL38	Wing Bolt	1
39	45-6101JL39	M6 x 2mm Thick Plastic Washer	2
40	45-6101JLP1	Plastic Pole Insert-A	2
41	45-6101JLP2	Plastic Pole Insert-B	8
42	45-6101JLP3	Spring Lock	8
43	45-6101JLK1	Hardware Kit	1
44	45-6101JLM1	Instruction Manual	1

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.

WARRANTY DISCLAIMERS: ANY IMPLIED WARRANTIES ARISING OUT OF THIS SALE, INCLUDING BUT NOT LIMITED TO THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED IN DURATION TO THE ABOVE 90 DAY PERIOD. ESCALADE SPORTS SHALL NOT BE LIABLE FOR LOSS OF USE OF THE PRODUCT OR OTHER CONSEQUENTIAL OR INCIDENTAL COSTS, EXPENSES OR DAMAGES INCURRED BY THE CONSUMER OF ANY OTHER USE.

Some states do not allow the exclusion or limitation of implied warranties or consequential or incidental damages, so the above limitations or exclusions may not apply to you.

LEGAL REMEDIES: This warranty gives you specific legal rights and you may also have other rights which may vary from state to state.