



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: **GL9000W/F**

Date Code: **2-GL9000W/F- -HF**

Purchase Date: _____

PLEASE RETAIN THIS INSTRUCTION MANUAL FOR FUTURE REFERENCE

Note to our valued Customers :



WARNING:

IT IS RECOMMENDED THAT TWO ADULTS WORK TOGETHER TO VERY CAREFULLY COMPRESS THE DOUBLE SHOOTOUT FOR STORAGE, OR TO EXTEND THE DOUBLE SHOOTOUT FOR PLAY. KEEP HANDS AND FINGERS AWAY FROM ALL HINGES AND FOLDING AREAS.

1. This Titan Arcade basketball 2 player shootout features an extra large sturdy frame to bring home the quality arcade basketball experience. However, it also features a space saving telescopic frame feature which will allow consumers to reduce the overall size of the frame when not in use so it takes up less room in your home. The reduced frame size may also be helpful for those who wish to transport the product out of your living space to a shed or garage.
2. **Before starting assembly**, carefully read the text of each assembly step. Carefully read all safety and informational text. Carefully study the assembly diagrams. Layout + organize all parts according to the parts identifier in this assembly manual.
3. **Two adults** should work together while following the owner's manual to assemble this product . Next , while two adults are recommended , one adult can operate the extension and or collapse feature but must be sure to extend the product until both the spring-loaded button locks pop up into the lock open position . Then , to collapse the product , the same two spring loaded button locks must be pressed down to release the lock open function and then to be able to collapse the product. Extending or collapsing the product frame should be done in a slow and careful fashion while always watching your fingers and hands. The back caster brakes must be applied.

4. Always make sure the two fold out arm locking points have the locking pins correctly placed while product is in the playing position. And make sure the locking pins are removed to fold up the arms and then replaced for the storage position.
5. **Always “LOCK”** the 4 casters and **adjust the 2 adjustable stabilizers level** with the 4 casters before play to stabilize the product. **Unlock** the casters and slightly screw the adjustable stabilizers upward to move the product.
6. Lastly, never force the fold out/ foldup ramp arms. Be sure the locking pins are removed first. Never force the extend / collapse function of this product. Make sure the spring-loaded button locks are completely pushed down in order to compress the product .



**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.



GOALIATH BASKETBALL SHOOTOUT WITH LED RIMS

Tools Needed:

T1 Allen Wrench (provided)

T2 Hex Wrench (provided)

Small Phillips Screw Driver (not included)

An additional 10mm end wrench and or socket will be helpful (not included)

Assembly Tips

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

1. This game can be played outdoors in dry weather but must be stored indoors.

NOTE: If this Basketball Shootout is played outdoors, sunlight may negatively affect the infrared scoring sensors. And the LED Scoring in the Electronic Scorer may be difficult to see.

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.

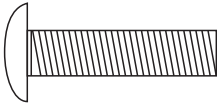
5. To prevent damage to the electronics or to your wall, do not place this unit any closer than six inches from the wall.

NOTICE :

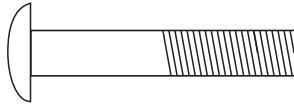
**READ AND FOLLOW ALL ASSEMBLY, OPERATION, AND
SAFETY INSTRUCTIONS CAREFULLY. AT LEAST TWO CAPABLE
ADULTS ARE REQUIRED TO ASSEMBLE THIS
BASKETBALL SHOOTOUT GAME.**

HARDWARE IDENTIFIER

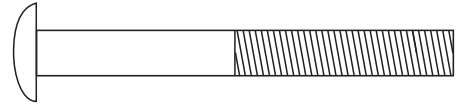
(To Scale)



H1 - M6 x 25mm
Allen Head Bolt
8 PCS



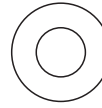
H2 - M6 x 32mm
Allen Head Bolt
28 PCS



H3 - M6 x 52mm
Allen Head Bolt
8 PCS



H4 - M6 x 65mm
Allen Head Bolt
4 PCS



H5 - M6
Flat Washer
92 PCS



H6 - M6
Nylock Nut
44 PCS



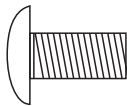
H7 - M3 x 10mm
Phillips Round Head Screw
(8 pcs)



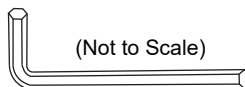
H8 - M3 x 10mm
Phillips Round Head Screw
(4 pcs)



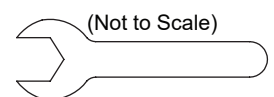
H9 - M6
Lock Washer
4 PCS



H10 - M6 x 12mm
Allen Head Bolt
4 PCS



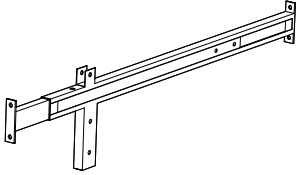
T1 - Allen Wrench
(1 pc)



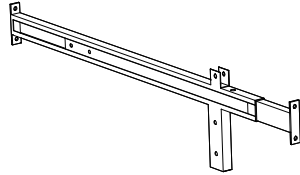
T2 - Hex Wrench
(Use with H6 Nuts)
(1 pc)

PARTS IDENTIFIER (Not to Scale)

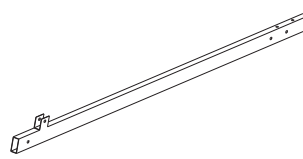
Unpack, unwrap, organize, and become familiar with all parts before starting the assembly process.



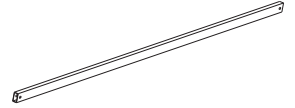
P1-Left - Side Horizontal Support Tube With Telescoping Tube (1 pc)



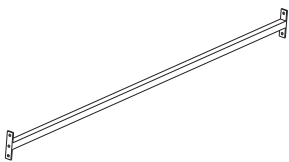
P1-Right - Side Horizontal Support Tube With Telescoping Tube (1 pc)



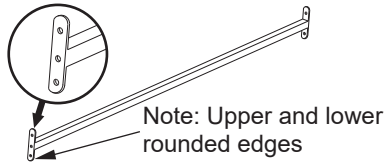
P2 - Back Vertical Support Tube (2 pcs)



P3 - Side Vertically Angled Support Tube (2 pcs)

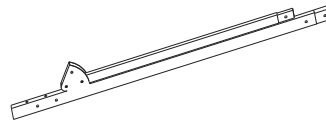


P4 - Connecting Tube with two screw holes (3 pcs)

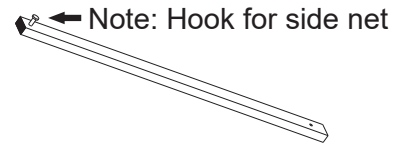


P5 - Connecting Tube with three screw holes (1 pc)

Note: Upper and lower rounded edges

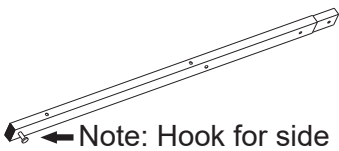


P6 - Ramp Chute Tube Assembly (2 pcs)



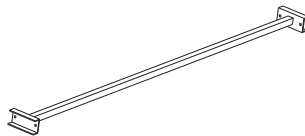
P7 - (Front) Top Vertical Net Tube Assembly (2 pcs)

Note: Hook for side net

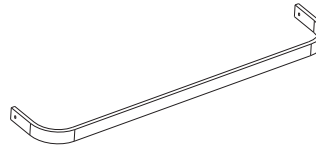


P8 - (Back) Top Vertical Net Tube Assembly (2 pcs)

Note: Hook for side net



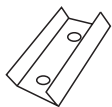
P9 - Back Connecting Tube (1 pc)



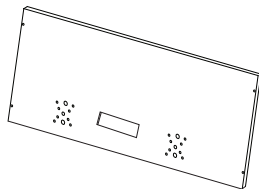
P10 - Front Top Ramp Chute Tube (1 pc)



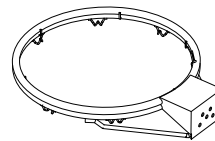
P11 - Front & Back Horizontal Ramp Chute Tube (2 pcs)



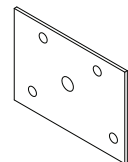
P12 - Connecting Bracket (Packed with P15) (2 pcs)



P13 - Backboard (1 pc)

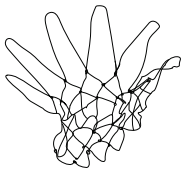


P14 - Rim (2 pcs)

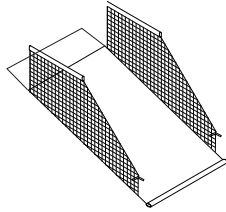


P15 - Rim support plate (Packed with P11) (2 pcs)

**NOTE: The electronic scorer is dual powered
4 pcs AAA batteries(not included)
and or the A/C adapter**



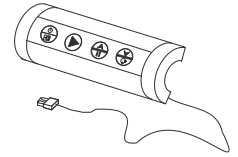
P16 - Rim Nets
Pre-installed Onto Rims
(2 pcs)



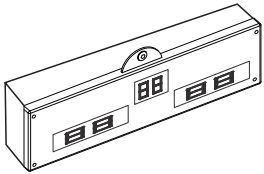
P17 - Ramp Chute
With Side Nets
(1 pc)



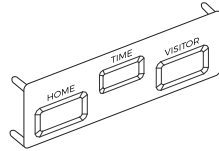
P18 - Infrared Scoring
Sensor
(4 pcs)



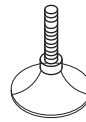
P19 - Control Box
With Long Wire
(1 pc)



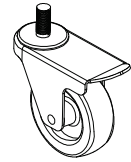
P20 - Electronic Scorer
(1 pc)



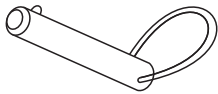
P21 - Electronic
Scorer Face Plate
(1 pc)



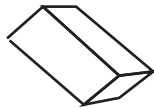
P22 - Adjustable Stabilizer
(2 pcs)



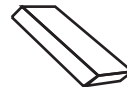
P23 - Caster Wheel
With Brake
(4 pcs)



P24 - Lock Pin
(2 pcs)

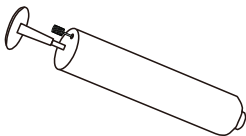


P25 - EVA Pad
Large
(4 pcs)



P26 - EVA Pad
Small
(2 pcs)

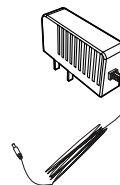
ACCESSORY IDENTIFIER (Not to Scale)



A1 - Air Pump
with Needle
(1 pc)



A2 - Basketball (6 pcs)



A3 - A/C Adapter (1 pc)

PARTS REQUIRED	
8 pcs - H7 Phillips Round Head Screw	1 pc - P13 Backboard
4 pcs - H8 Phillips Round Head Screw	4 pcs - P18 Infrared Scoring Sensor
Small Phillips Screw Driver (not included)	1 pc - P20 Electronic Scorer
	1 pc - P21 Electronic Scorer Face Plate

PARTS REQUIRED	
8 pcs - H7 Phillips Round Head Screw	1 pc - P13 Backboard
4 pcs - H8 Phillips Round Head Screw	4 pcs - P18 Infrared Scoring Sensor
Small Phillips Screw Driver (not included)	1 pc - P20 Electronic Scorer
	1 pc - P21 Electronic Scorer Face Plate

PARTS REQUIRED	
8 pcs - H7 Phillips Round Head Screw	1 pc - P13 Backboard
4 pcs - H8 Phillips Round Head Screw	4 pcs - P18 Infrared Scoring Sensor
Small Phillips Screw Driver (not included)	1 pc - P20 Electronic Scorer
	1 pc - P21 Electronic Scorer Face Plate

STEP 1 (With the help of a 2nd adult)

Attach the **P21** Electronic Scorer Face Plate onto the front side of the **P13** Backboard and connect onto the **P20** Electronic Scorer (back side of backboard) as shown in **FIGURE 1**.

STEP 1 (With the help of a 2nd adult)

Attach the **P21** Electronic Scorer Face Plate onto the front side of the **P13** Backboard and connect onto the **P20** Electronic Scorer (back side of backboard) as shown in **FIGURE 1**.

Place and hold the **P21** Face Plate tight into the backboard and carefully push the four face plate pins into the holes on the **P20** Electronic Scorer.

Attach the scorer to the face plate using 4 pcs H8 screws as shown in **FIGURE 1**.

Tighten , but do not overtighten and or strip out the H8 screws. A Phillips screwdriver is required.

Place and hold the **P21** Face Plate tight into the backboard and carefully push the four face plate pins into the holes on the **P20** Electronic Scorer.

Attach the scorer to the face plate using 4 pcs H8 screws as shown in **FIGURE 1**.

Tighten , but do not overtighten and or strip out the H8 screws. A Phillips screwdriver is required.

Place and hold the **P21** Face Plate tight into the backboard and carefully push the four face plate pins into the holes on the **P20** Electronic Scorer.

Attach the scorer to the face plate using 4 pcs H8 screws as shown in **FIGURE 1**.

Tighten , but do not overtighten and or strip out the H8 screws. A Phillips screwdriver is required.

Attach the **P18** (4 pcs) Infrared Scoring Sensors onto the back side of the **P13** Backboard using **H7** Phillips Round Head screws as shown in **FIGURE 1**.
Do not strip out the H7 screws.

Attach the **P18** (4 pcs) Infrared Scoring Sensors onto the back side of the **P13** Backboard using **H7** Phillips Round Head screws as shown in **FIGURE 1**.
Do not strip out the H7 screws.

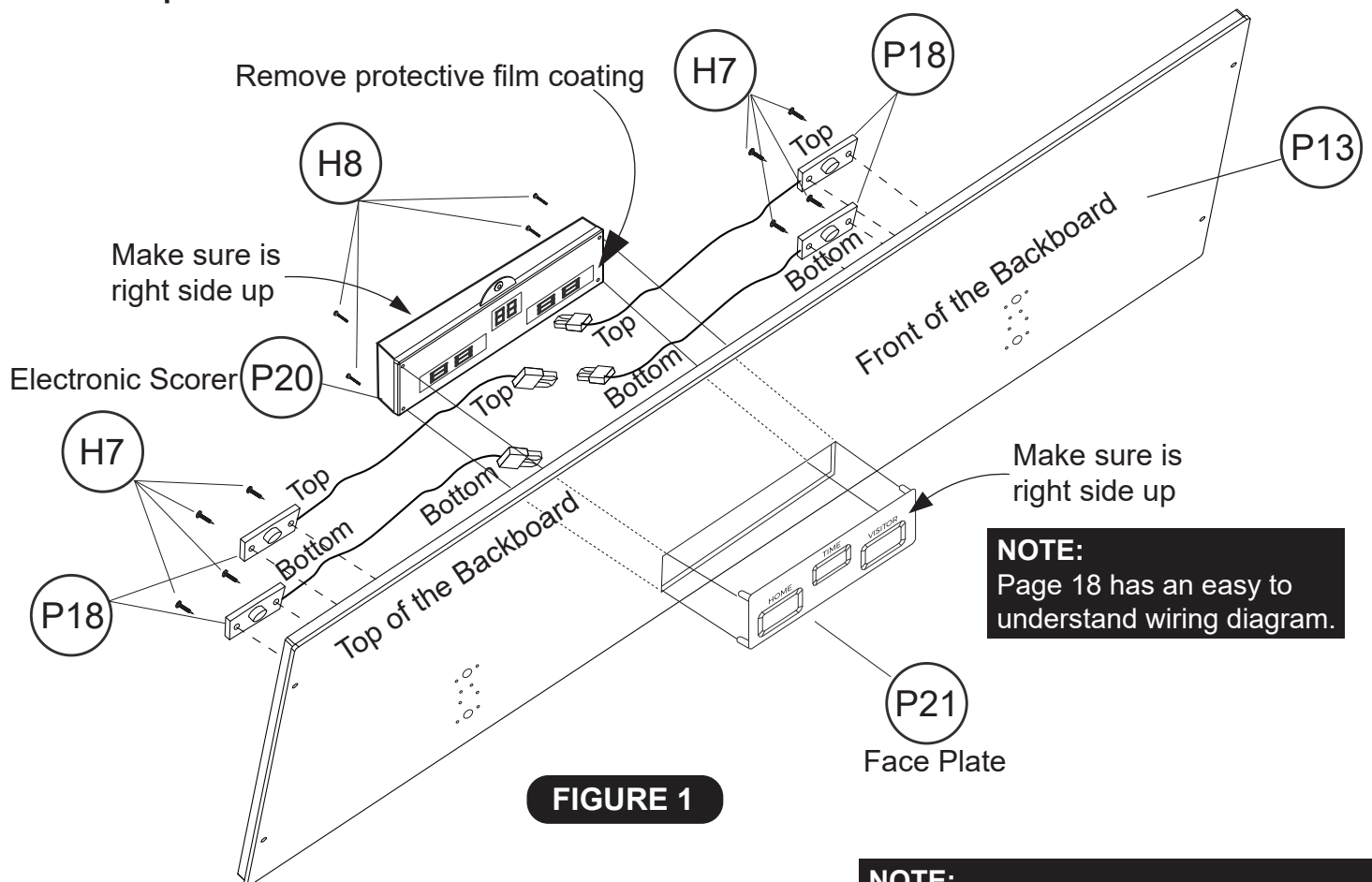


FIGURE 1

NOTE:

The 4 pcs of P18 scoring sensors are all the same. But each must be plugged into the correct “Bottom” or “Top” ports of the electronic scorer.

NOTE:

Page 18 has an easy to understand wiring diagram.

NOTE:

Check that both the P21 and the P20 are correctly turned right side up respective to the top of the backboard.

PARTS REQUIRED

8 pcs - **H1** M6 x 25mm Allen Head Bolt
16 pcs - **H5** M6 Flat Washer
8 pcs - **H6** M6 Nylock Nut

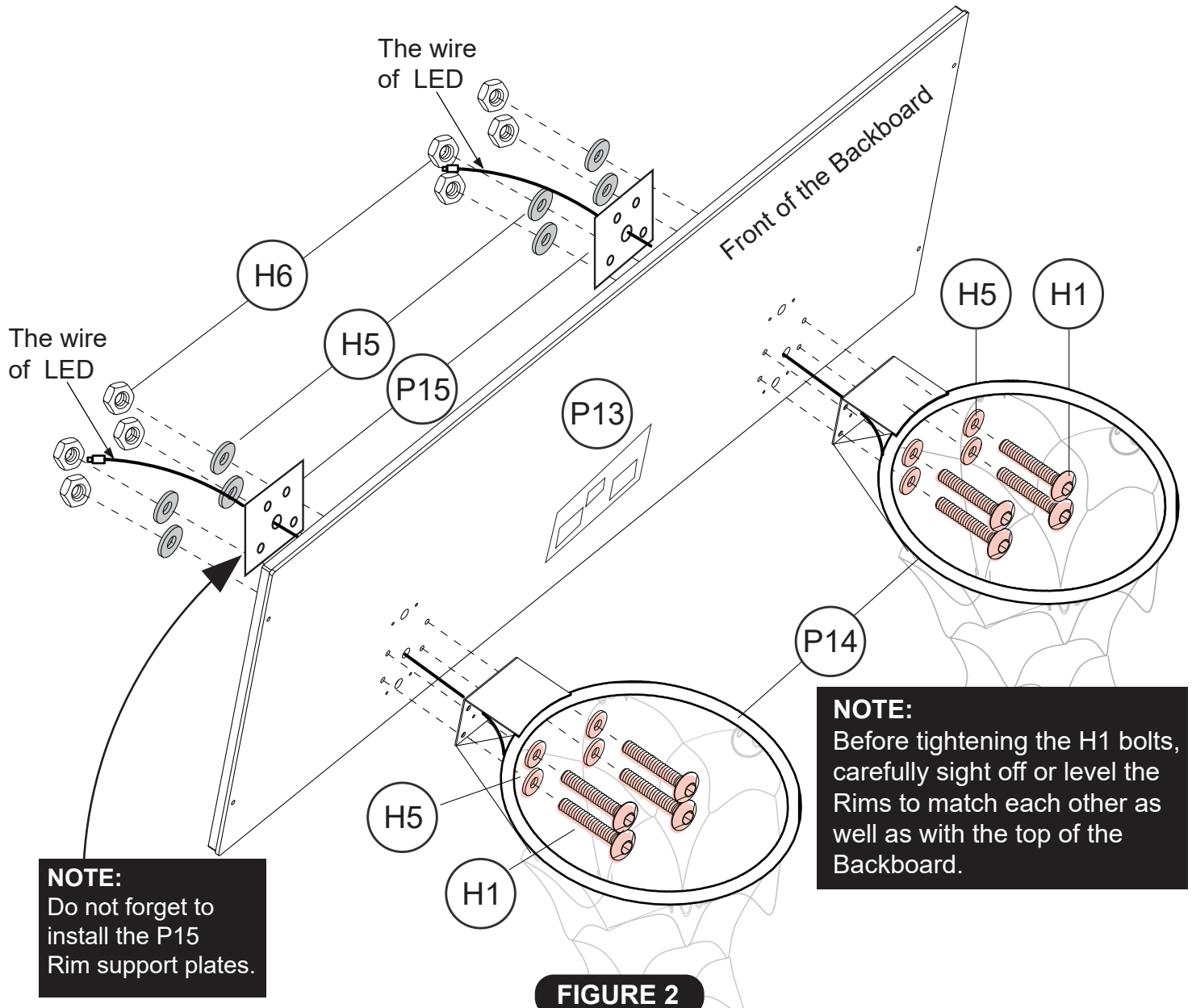
2 pcs - **P14** Rim With Net
2 pcs - **P15** Rim Support Plates
1 pc - **T1** Allen Wrench
1 pc - **T2** Hex Wrench

STEP 2

First, pass the LED wire through the backboard as shown in **FIGURE 2**.

Attach the **P14** Rims and the **P15** Rim Support Plates onto the **P13** Backboard using **H1** Allen Head Bolts, **H5** Flat Washers and **H6** Nylock Nuts as shown in **FIGURE 2**.

Tighten all H1 Bolts tight , using the T1 Allen Wrench and T2 Hex Wrench.



PARTS REQUIRED

4 pcs - **H2** M6 x 32mm Allen Head Bolt
 4 pcs - **H3** M6 x 52mm Allen Head Bolt
 16 pcs - **H5** M6 Flat Washer
 8 pcs - **H6** M6 Nylock Nut
 1 pc - **T1** Allen Wrench
 1 pc - **T2** Hex Wrench

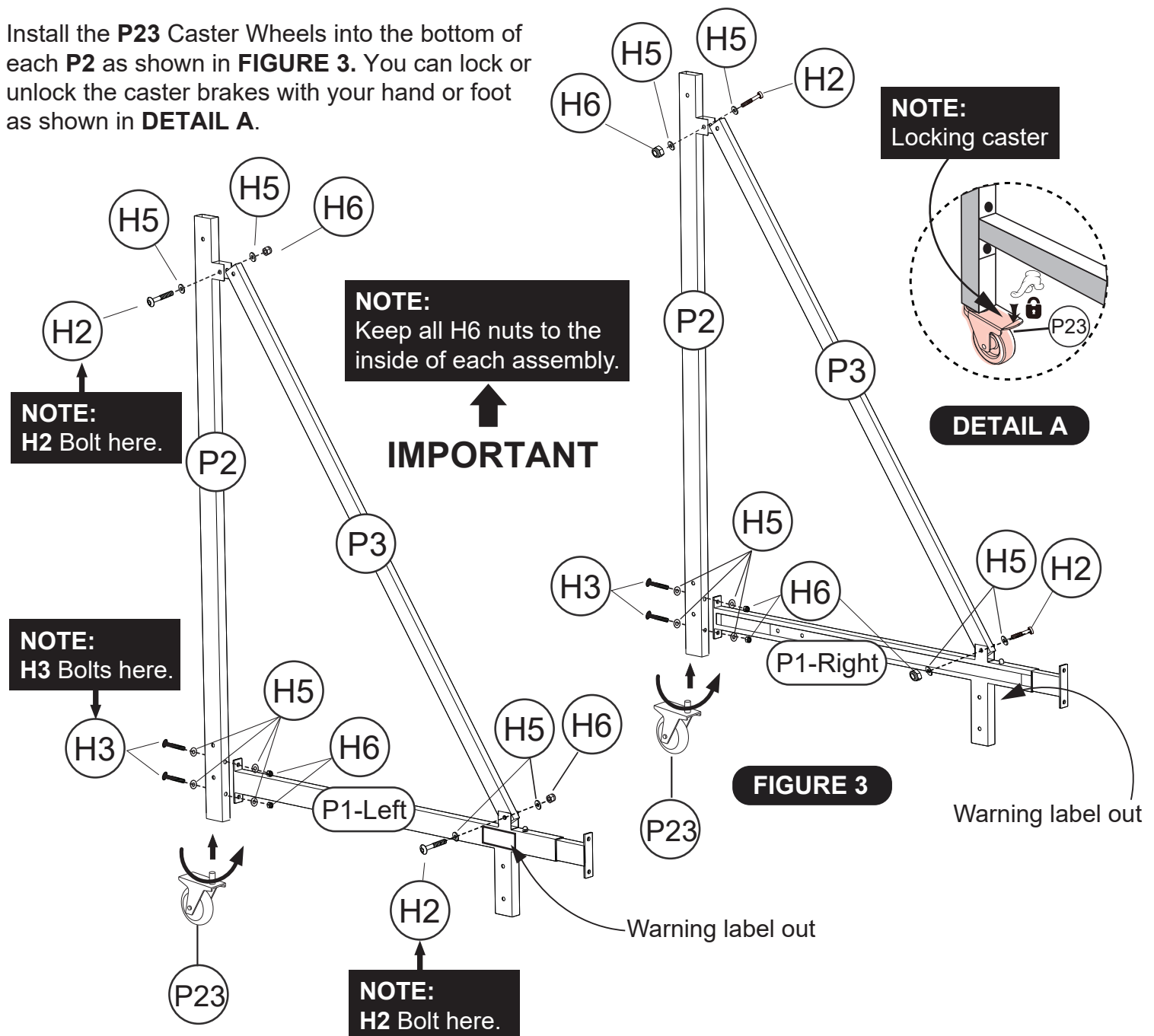
2 pcs - **P1-left** Side Horizontal Support Tube With Telescoping Tube
 2 pcs - **P1-right** Side Horizontal Support Tube With Telescoping Tube
 2 pcs - **P2** Back Support Tube
 2 pcs - **P3** Side Angled Support Tube
 2 pcs - **P23** Caster Wheel

STEP 3

Assemble the **P1-left & P1-right** onto the **P2** and **P3** using **H2 & H3** Allen Head Bolts, **H5** Flat Washers and **H6** Nylock Nuts as shown in **FIGURE 3**. Tighten the H2 & H3 Allen Head Bolts using the **T1** Allen Wrench & **T2** Hex Wrench.

Repeat procedure for the 2nd P1, P2 and P3 assembly.

Install the **P23** Caster Wheels into the bottom of each **P2** as shown in **FIGURE 3**. You can lock or unlock the caster brakes with your hand or foot as shown in **DETAIL A**.



PARTS REQUIRED

8 pcs - **H2** M6 x 32mm Allen Head Bolt
 16 pcs - **H5** M6 Flat Washer
 8 pcs - **H6** M6 Nylock Nut
 4 pcs - **H10** M6 x 12mm Allen Head Bolt

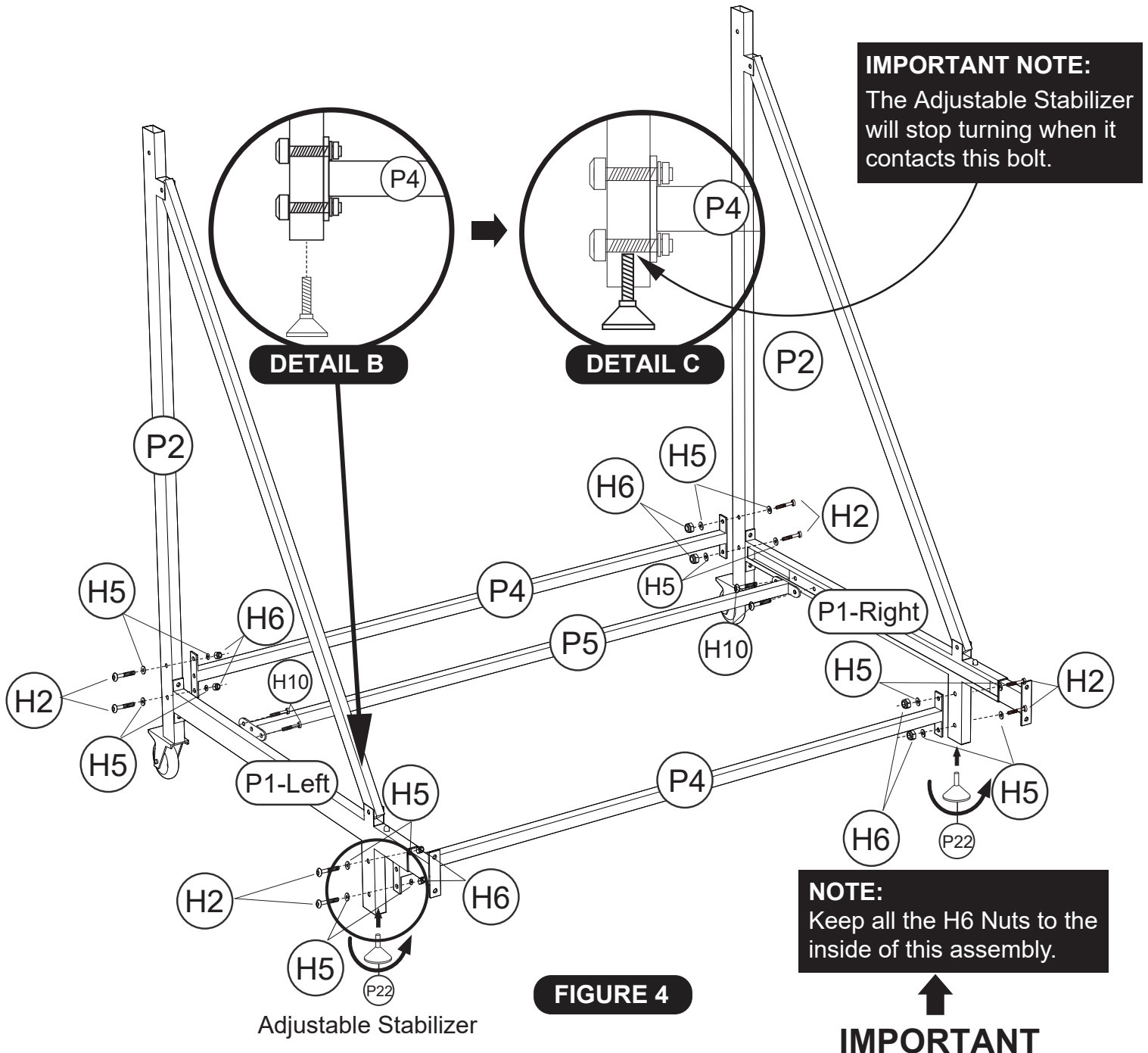
2 pcs - **P4** Connecting Tube with two screw holes
 1 pc - **P5** Connecting Tube with two screw holes
 2 pcs - **P22** Adjustable Stabilizer
 1 pc - **T1** Allen Wrench
 1 pc - **T2** Hex Wrench

STEP 4

Assemble 2 pcs **P4** onto the **P1 & P2** using **H2** Allen Head Bolts, **H5** Flat Washers and **H6** Nylock Nuts as shown in **FIGURE 4**. Do not tighten the **H2** Allen Head Bolts.

Assemble 1 pc **P5** onto the **P1** using **H10** Allen Head Bolts, as shown in **FIGURE 4**. Tighten the **H2** Allen Head Bolts using the **T1** Allen Wrench & **T2** Hex Wrench.

Install the **P22** Adjustable Stabilizers into the bottom of each **P1** as shown in **FIGURE 4 & DETAIL B+C**.



PARTS REQUIRED FOR STEP 5 & STEP 6

4 pcs - **H2** M6 x 32mm Allen Head Bolt
 4 pcs - **H3** M6 x 52mm Allen Head Bolt
 16 pcs - **H5** M6 Flat Washer
 8 pcs - **H6** M6 Nylock Nut
 2 pcs - **P24** Lock Pin

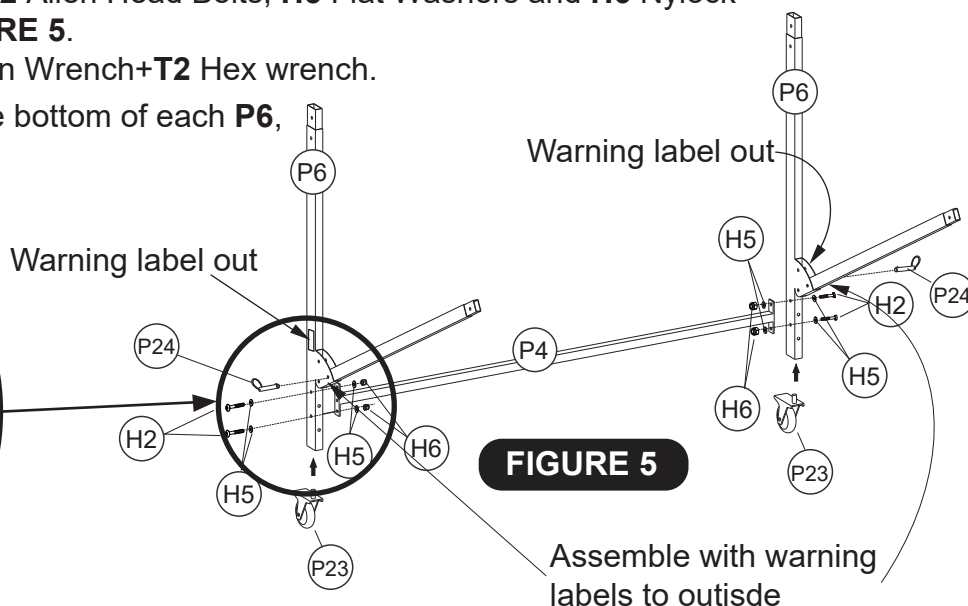
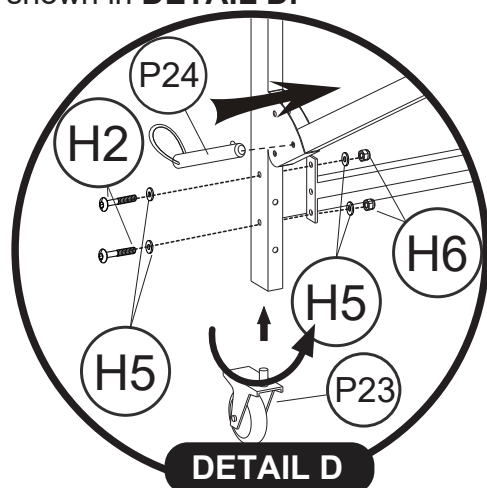
1 pc - **P4** Connecting Tube
 2 pcs - **P6** Ramp Tube Assembly
 2 pcs - **P23** Caster Wheel
 1 pc - **T1** Allen Wrench
 1 pc - **T2** Hex Wrench

STEP 5

Before attaching the **P4** Connecting Tube, install the **P24** Lock Pins into the **P6**'s as shown in **DETAIL D**. Attach 1 pc **P4** onto each **P6** using **H2** Allen Head Bolts, **H5** Flat Washers and **H6** Nylock Nuts as shown in **DETAIL D & FIGURE 5**.

Tighten all **H2** bolts using the **T1** Allen Wrench+**T2** Hex wrench.

Install the **P23** caster Wheels into the bottom of each **P6**, as shown in **DETAIL D**.



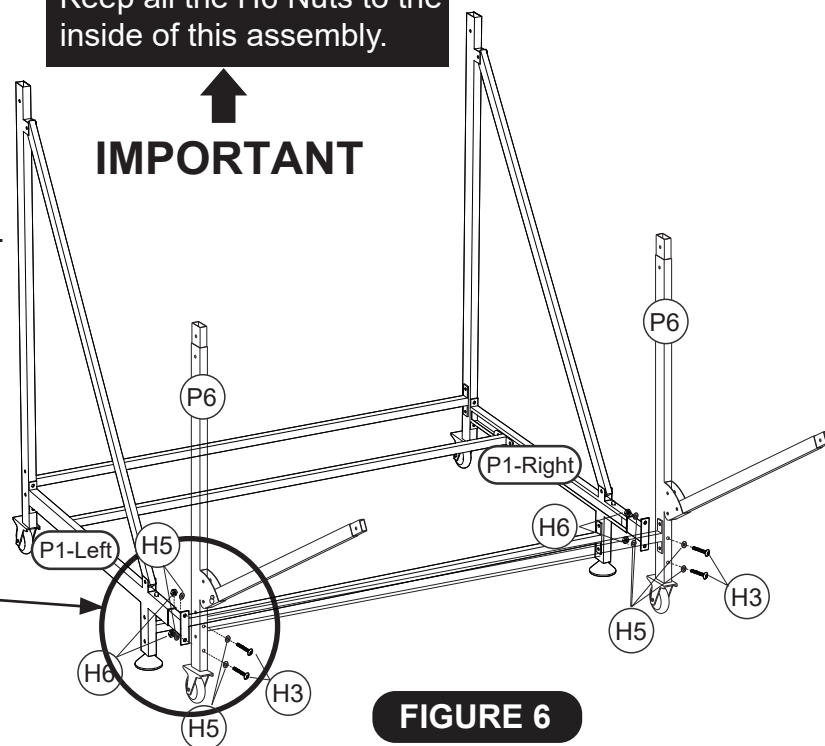
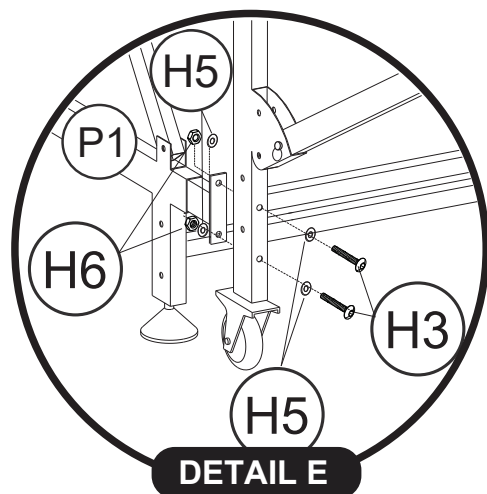
NOTE:
 Keep all the H6 Nuts to the inside of this assembly.

IMPORTANT

STEP 6

Attach both **P6s** onto each **P1** using **H3** Allen Head Bolts, **H5** Flat Washers and **H6** Nylock Nuts as shown in **DETAIL E & FIGURE 6**.

Tighten all the **H3** Allen Head Bolts using the **T1** Allen Wrench & **T2** Hex Wrench.



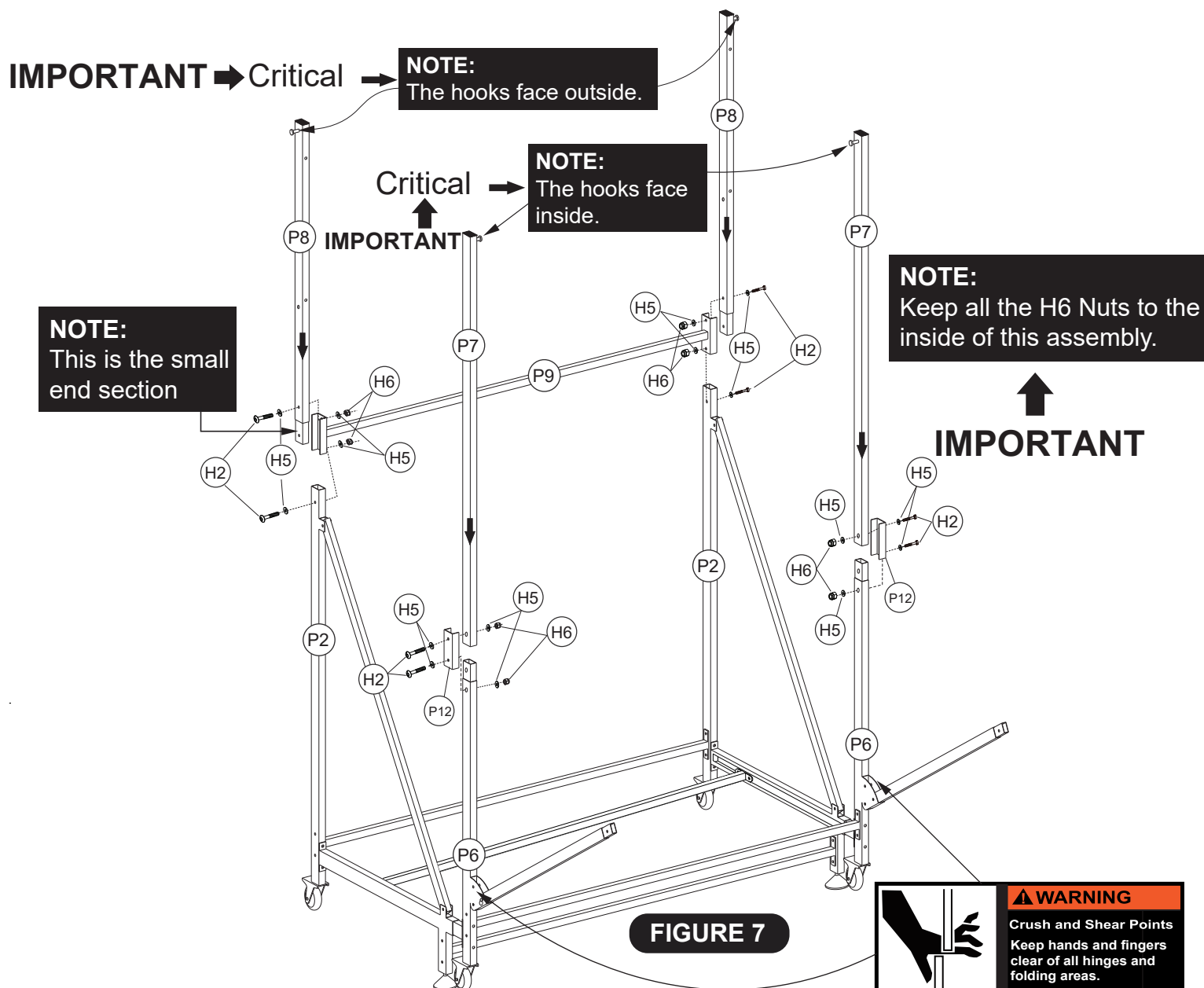
PARTS REQUIRED

8 pcs - H2	M6 x 32mm Allen Head Bolt	2 pcs - P7	(Front) Vertical Net Tube Assembly
16 pcs - H5	M6 Flat Washer	2 pcs - P8	(Back) Vertical Net Tube Assembly
8 pcs - H6	M6 Nylock Nut	1 pc - P9	Back Connecting Tube
1 pc - T1	Allen Wrench	2 pcs - P12	Connecting Bracket
1 pc - T2	Hex Wrench		

STEP 7

Insert the small end section of each **P8** into the top of each **P2** and then attach the **P9** onto **P2** & **P8** tubes using the **H2** Allen Head Bolts, **H5** Flat Washers and **H6** Nylock Nuts as shown in **FIGURE 7**. Tighten the **H2** Allen Head Bolts using the **T1** Allen Wrench & **T2** Hex Wrench.

Insert each **P7** onto the top of each **P6** and then connect each **P7** & **P6** using the **P12** Brackets and **H2** Allen Head Bolts, **H5** Flat Washers and **H6** Nylock Nuts as shown in **FIGURE 7**. Tighten the **H2** Allen Head Bolts using the **T1** Allen Wrench & **T2** Hex Wrench.



PARTS REQUIRED

4 pcs - **H4** M6 x 65mm Allen Head Bolt
 8 pcs - **H5** M6 Flat Washer
 4 pcs - **H6** M6 Nylock Nut

1 pc - **P10** Front Top Ramp Chute Tube
 1 pc - **T1** Allen Wrench
 1 pc - **T2** Hex Wrench

STEP 8 (Requires 2 adults)

Attach the **P13** Backboard assembly onto the **P8** upright tubes using the **H4** Allen Head Bolts, **H5** Flat Washers and **H6** Nylock Nuts as shown in **FIGURE 8**. Tighten the **H4** Allen Head Bolts using the **T1** Allen Wrench & **T2** Hex Wrench.

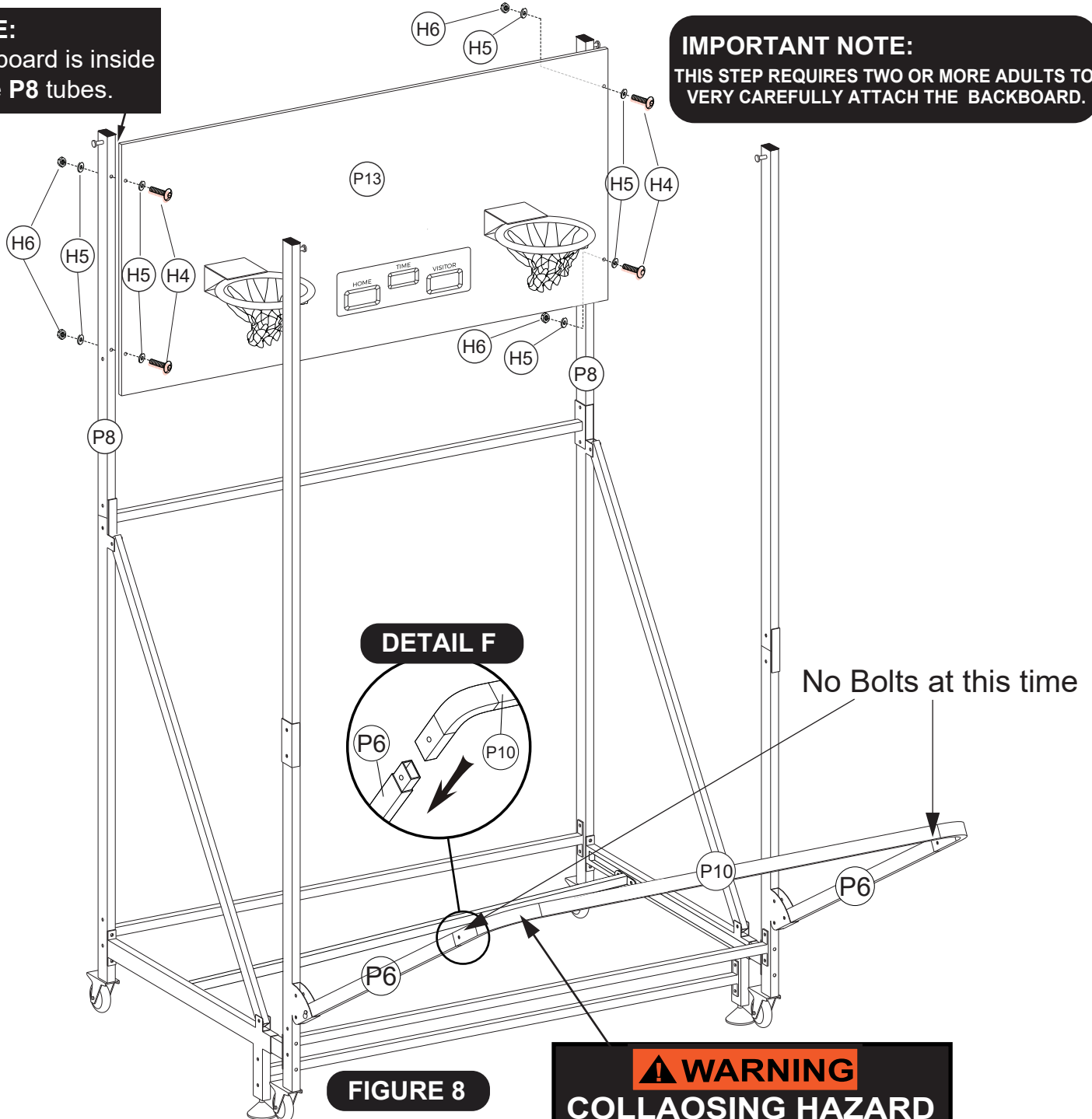
Attach the **P10** Front Top Ramp Tube onto the **P6**'s as shown in **DETAIL F**.

NOTE:

Backboard is inside of the **P8** tubes.

IMPORTANT NOTE:

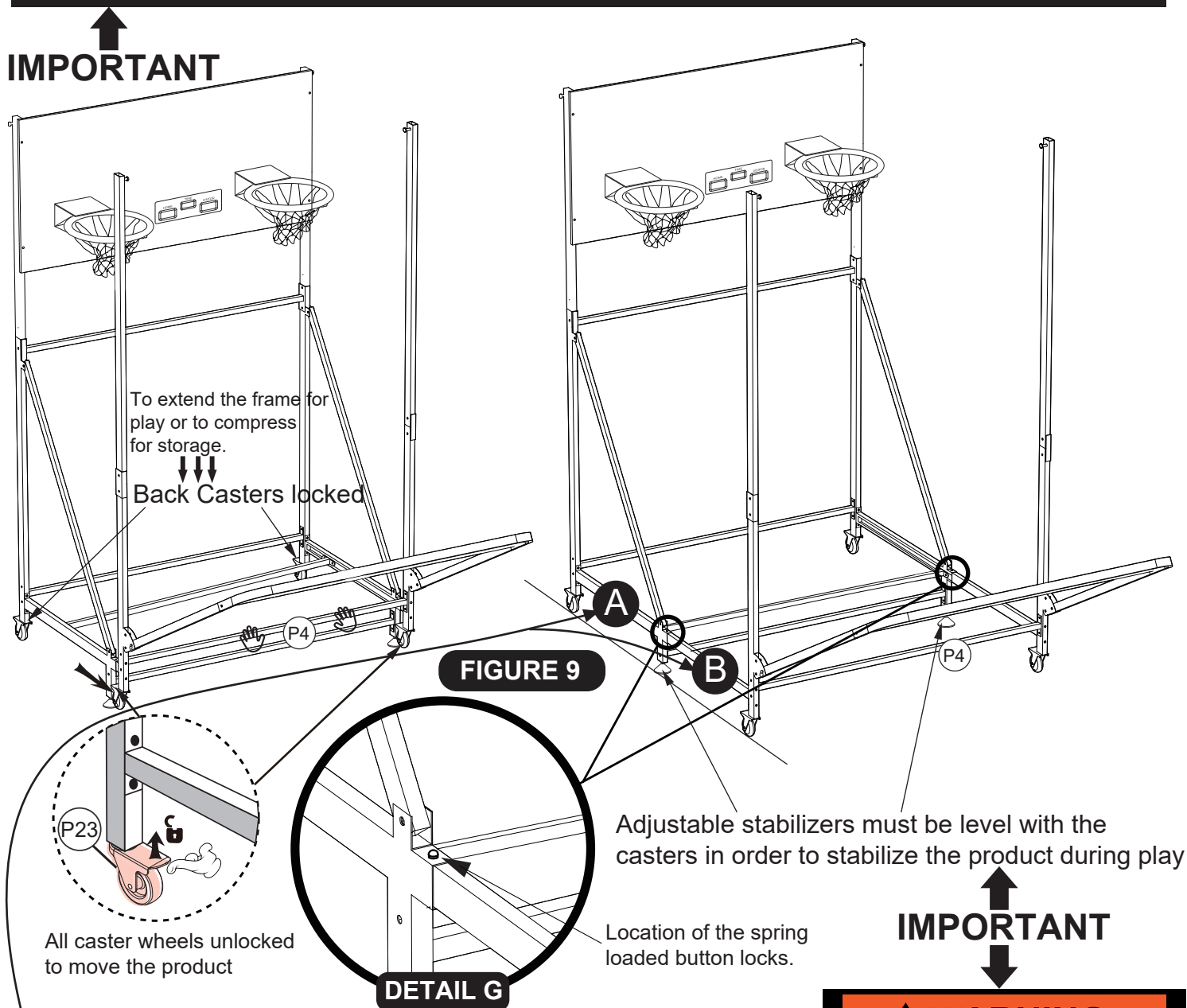
THIS STEP REQUIRES TWO OR MORE ADULTS TO VERY CAREFULLY ATTACH THE BACKBOARD.



STEP 9

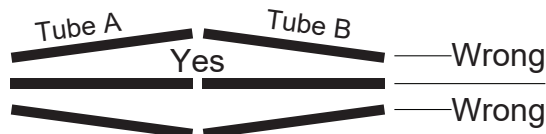
Hold the P4 tube and Pull out evenly until each side Spring Loaded button lock pops up as shown in **FIGURE 9 & DETAIL G**. **NOTE:** The back 2 casters must be in the locked position.

NOTE: If only one adult is compressing the frame, be sure to press in on both spring-loaded button locks, unlocking the frame and make sure both back caster brakes are in the locked position, before you collapse the frame into the storage position.



Helpfull Hints:

For the "B" tube to slide in+slide out smoothly, the P22 Ajustable stabilizers must be snugged down to the floor to remove and sag or bind in tubes A+B. Tubes A+B must be straight with each other. A small amount of thin oil can be added to tube B.



Correct=Tube A+B must be straight with each other

⚠ WARNING

Adjust the stabilizers to be level with all casters prior to play

PARTS REQUIRED

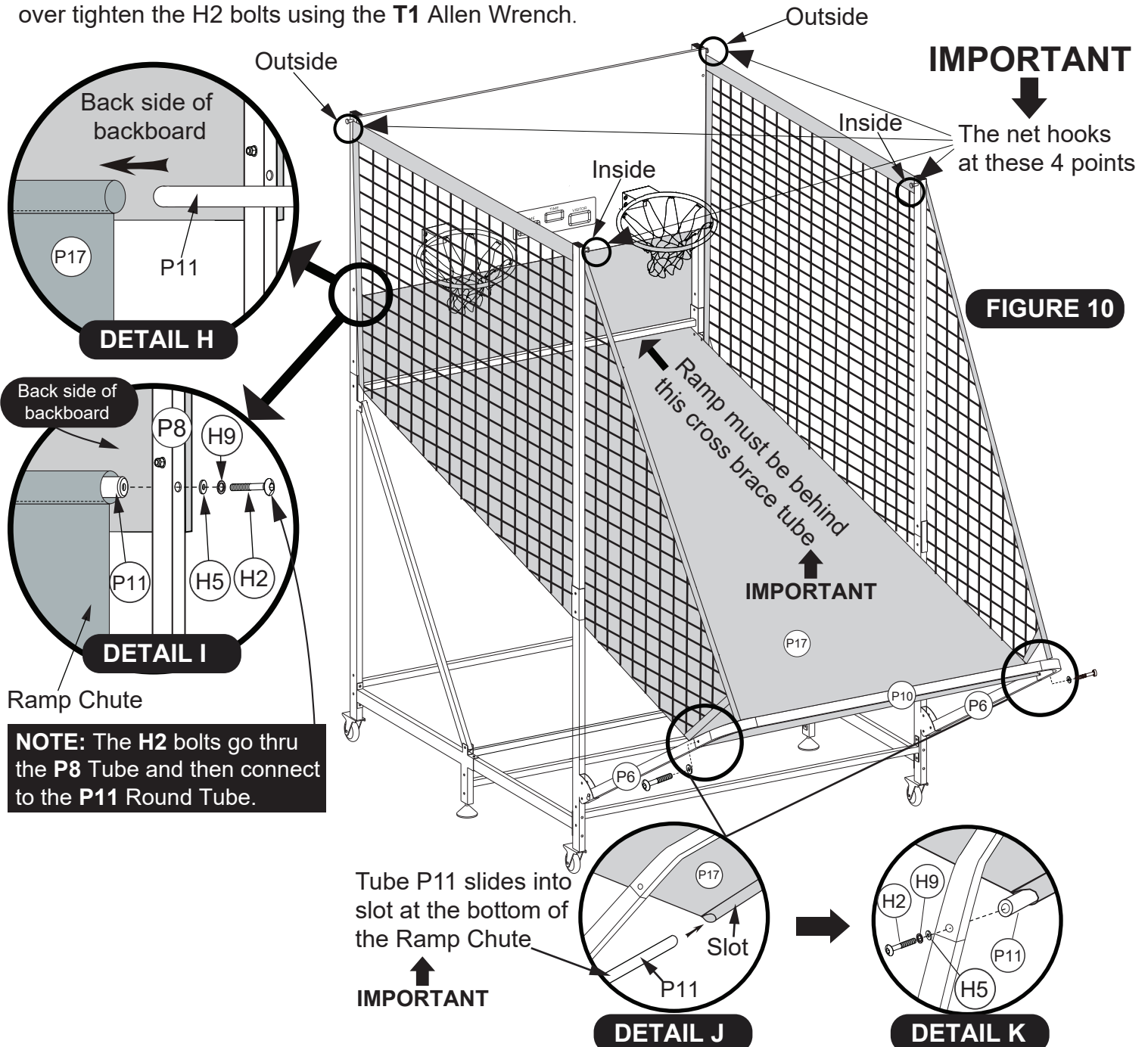
4 pcs - **H2** M6 x 32mm Allen Head Bolt
 4 pcs - **H5** M6 Flat Washer
 4 pcs - **H9** M6 Lock Washer

2 pcs - **P11** Front & Back Horizontal Tube
 1 pc - **P17** Ramp Chute + Side Nets
 1 pc - **T1** Allen Wrench

STEP 10

Install the **P11** Front & Back Horizontal Tube into the top slot of the **P17** Ramp Chute as shown in **FIGURE 10 & DETAIL H**. Next, attach the **P11** tube onto each inner side of the **P8** vertical net tube using the **H2** Allen head bolts, **H5** flat washers and **H9** Lock Washer as shown in **DETAIL I**. Tighten, but do not over tighten the H2 bolts using the **T1** Allen Wrench.

Install the **P11** Front & Back Horizontal Tube into the bottom slot of the **P17** Ramp Chute as shown in **DETAIL J**. Next, attach the **P11** tube onto each inner side of the **P10** front top ramp chute tube using the **H2** Allen head bolts, **H5** flat washers and **H9** Lock Washer as shown in **DETAIL K**. Tighten, but do not over tighten the H2 bolts using the **T1** Allen Wrench.



1 pc - **P19** Control Box

PARTS REQUIRED

4 pcs - **P25** Large EVA Pad

2 pcs - **P26** Small EVA Pad

STEP 11

Carefully press and snap the **P19** Control Box onto the right side of the front cross tube as shown in **DETAIL N & FIGURE 11**.

Install the Control Wire into the Small Loop Wire Holders as shown in **DETAIL L & FIGURE 11**.

Then connect the end of the control box wire to the electronic scorer on the back of the backboard. (See wiring diagram on page 18). Connect all Hook & Loop Ramp Straps to the frame.

Attach the **P25** Large EVA Pads near the H4 bolts as shown in **DETAIL M & FIGURE 11**

Attach the **P26** Small EVA Pads behind the backboard as shown in **DETAIL O & FIGURE 11**

All 2 pcs of **P26** Small EVA go to backside of the backboard to help prevent damage between backboard and ramp cloth.

All 4 pcs of **P25** Large EVA go to backside of the backboard frame.

DETAIL O

DETAIL M

EVA Pads are peel and stick and are installed on the Backside of the Backboard frame to help prevent damage to any walls.

DETAIL N

P19
Control Box

Hook & Loop Ramp Straps

DETAIL L

Control Wire

Hook & Loop Wire Holders

FIGURE 11

IMPORTANT

Hook & Loop Ramp Straps and on other side.

NOTE:
Additional ramp straps to hold the ramp and nets in place

⚠ CAUTION:

Double check that all hardware is tight after this step.

Small Loop Wire Holders under ramp chute for control box wire.

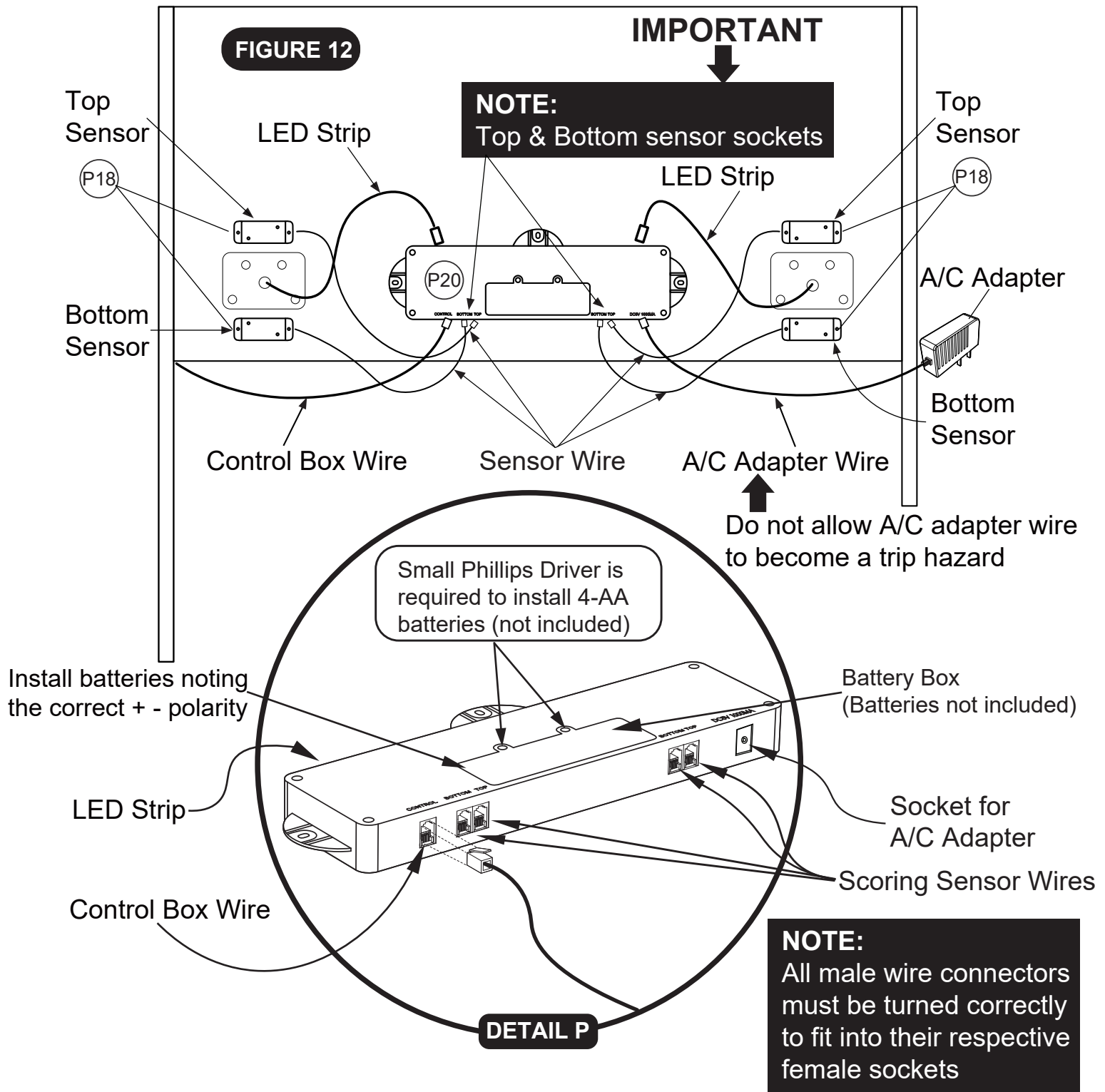
STEP 12

Connect the 4 Scoring Sensor Wires from the **P18** Infrared Scoring Sensors to the **P20** Electronic Scorer as shown in **DETAIL P & FIGURE 12**.

Connect the Control Wire from the **P19** Control Box and LED Strip Wire to the **P20** Electronic Scorer as shown in **DETAIL P & FIGURE 12**.

This game is battery-powered or A/C adapter powered. You can insert (4) AA batteries (not included) into the battery compartment on the back of the **P20** Electronic Scorer or you can connect the A/C adapter as shown in **DETAIL P & FIGURE 12**.

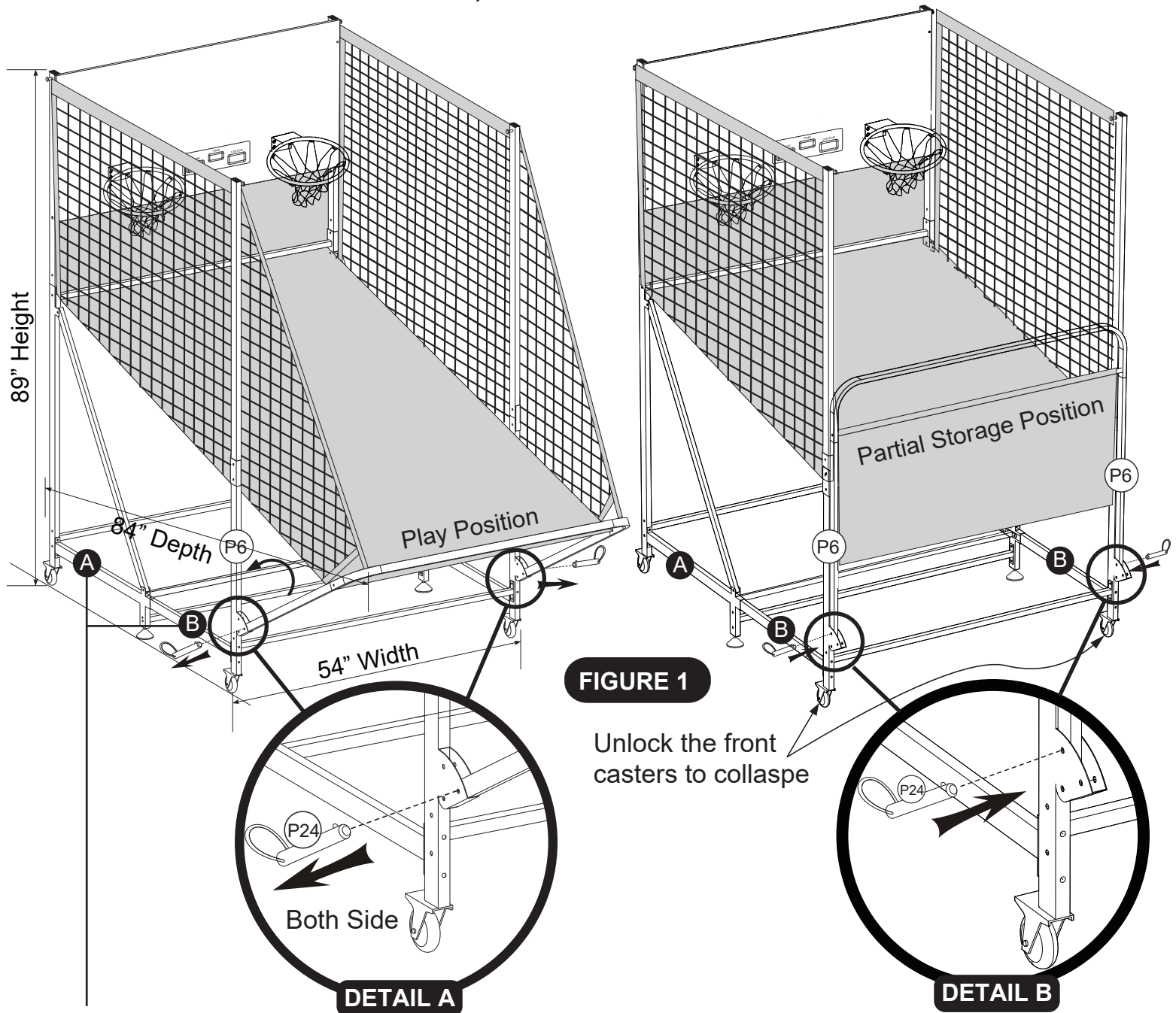
See the “**FIRST TIME BATTERY INSTALLATION AND NOTICE**” before installing batteries located on page 27.



Fold Up Storage & Play Position Instructions

STEP 1

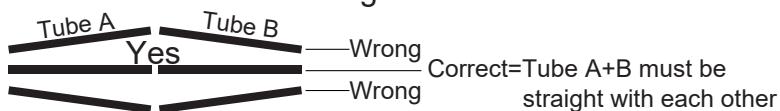
Pull out the **P24** Lock Pins and fold up the front tube of each **P6**, and then reinsert the **P24** Lock Pins into **P6** as shown in **FIGURE 1 & DETAIL A, B**.



Helpful Hints:

For the "B" tube to slide in+slide out smoothly, the P22 Adjustable stabilizers must be snugged down to the floor just enough to remove any sag or bind in tubes A+B.

Tubes A+B must be straight with each other.



A small amount of thin oil can be added to tube B.

NOTE:

All 4 casters must be "Locked" when in play position. As well as both adjustable stabilizers must be "snug" to the floor.

STEP 2

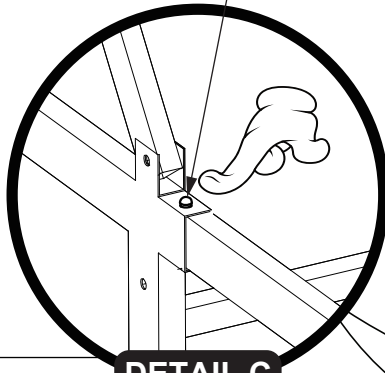
Press the Spring Loaded button locks down to start to collapse the slide tubes of P1 on each side as shown in **FIGURE 2 & DETAIL C**.

A 2nd adult may be helpful for the above step 2.

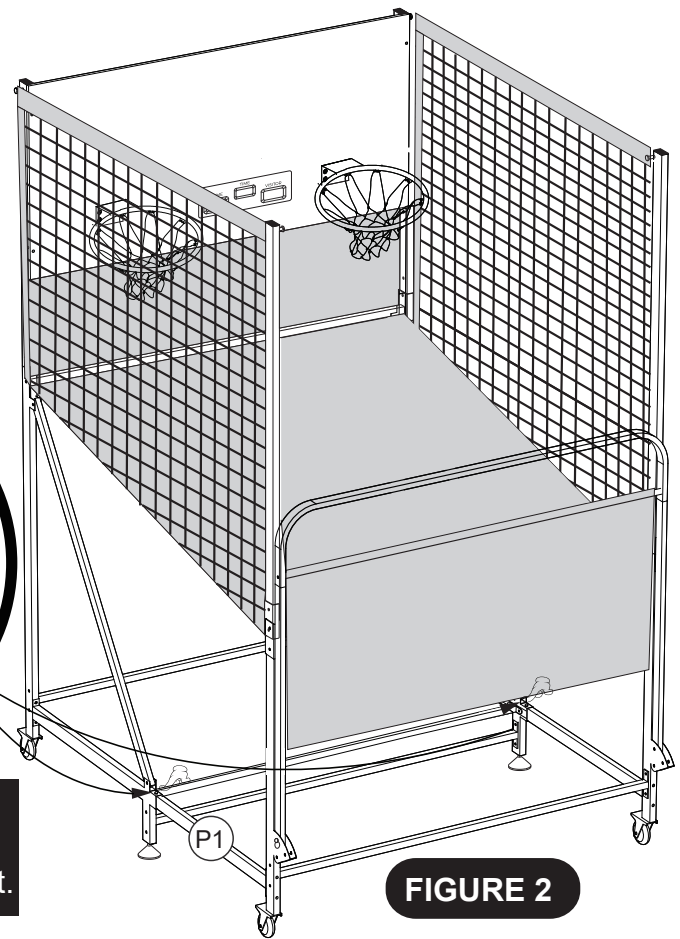
HELPFUL HINT:

One adult can extend or compress the frame, but a 2nd adult is recommended to help keep the frame in a stable and straight closing position. Also, please do not allow the slide in / slide out tubes to get into a crooked bind. Always push or pull the slide in / slide out tubes straight .

Your finger or a small screw driver to push in.
Do not push to hard.



DETAIL C

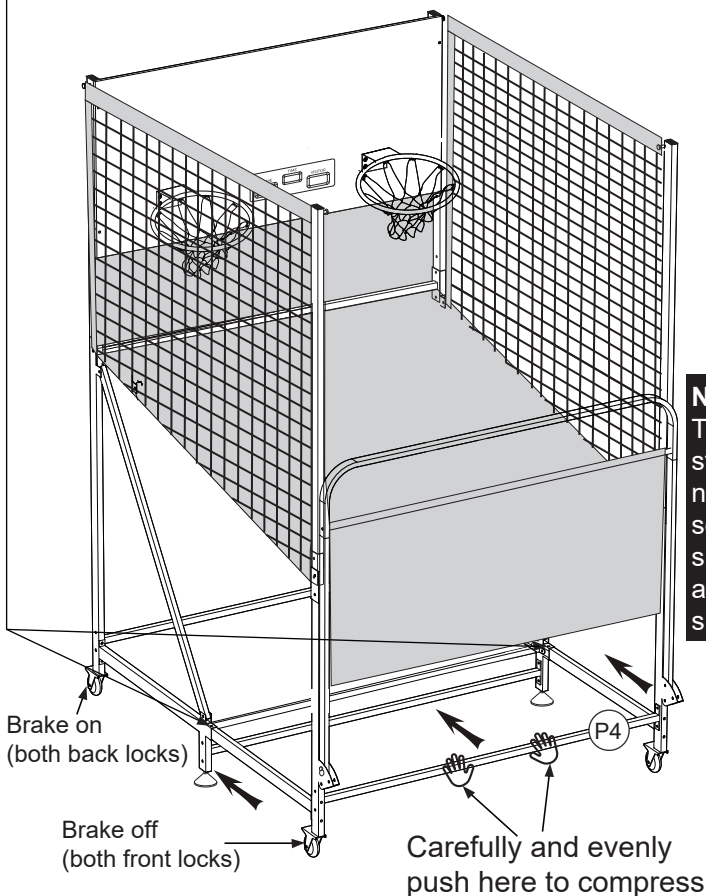


NOTE:

Both spring locked button locks must be completely pushed in (Step 2 above) in order to compress the product.

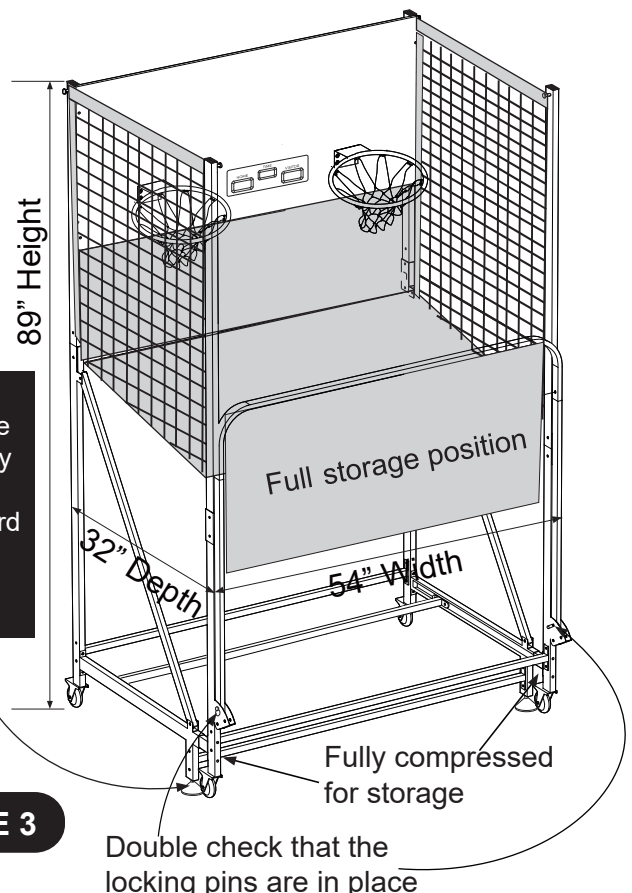
STEP 3

Push the **P4** Connecting Tube inwards evenly until the **P1** extendable tubes are fully compressed as shown in **FIGURE 3**.



NOTE:

The adjustable stabilizers may need to be screwed inward slightly to roll around the shootout.

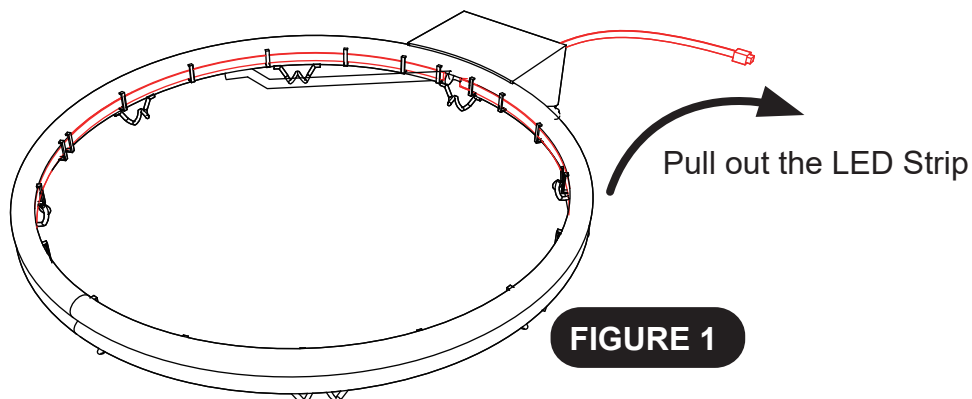


Replace the LED Strip

STEP 1

Uninstall the Rim that need to replace the LED Strip from the backboard. Please refer to the instructions for installing Rim on page 9 for details.

Then pull out the LED Strip as shown in **FIGURE 1**

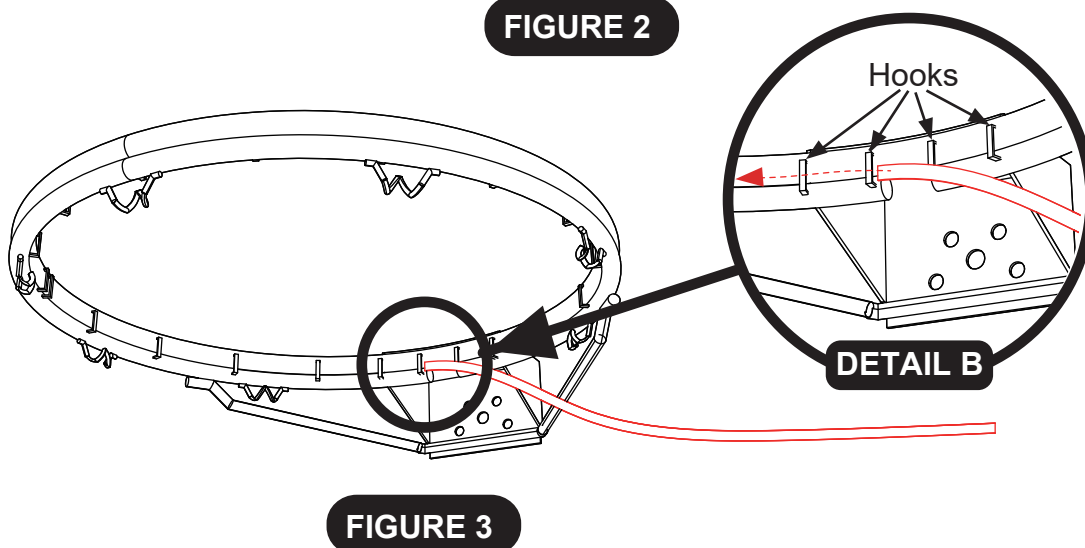
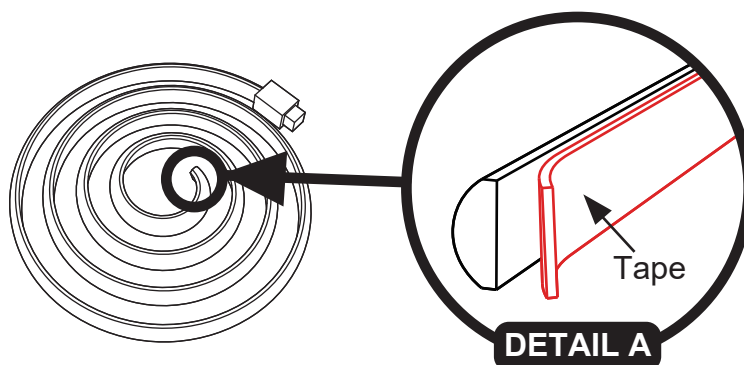


STEP 2

Prepare a new LED and unfold it. Please take care not to tear the adhesive tape on the back of the LED, as shown in **FIGURE 2 & DETAIL A**.

Push the LED from the position with the notch on the inside of the Rim and make sure the LED is on the inside of each hooks as shown in **FIGURE 3 & DETAIL B**.

Then install the Rim to the backboard. Please refer to the instructions for installing Rim on page 9 for details.



Congratulations! You have now assembled your Double Shootout.
Air up the 6 basketballs for play. Do not over inflate, and be careful not
to bend the needle, always wet the needle before each use.
Please note the Care and Use instructions below.

CARE AND USE OF YOUR SHOOTOUT

1. Product can be used in the 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. **DO NOT** allow abusive play on this product as that will void the warranty.

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."

PRODUCT PARTS LIST GL9000F

KEY	PARTS	DESCRIPTIONS	QTY
H1	GL9000HFH1	M6 x 25 mm Allen Head Bolt	8
H2	GL9000HFH2	M6 x 32 mm Allen Head Bolt	28
H3	GL9000HFH3	M6 x 52 mm Allen Head Bolt	8
H4	GL9000HFH4	M6 x 65 mm Allen Head Bolt	4
H5	GL9000HFH5	M6 Flat Washer	92
H6	GL9000HFH6	M6 Nylock Nut	44
H7	GL9000HFH7	M3 x 10mm Phillips Round Head Screw	8
H8	GL9000HFH8	M3 x 10mm Phillips Round Head Screw	4
H9	GL9000HFH9	M6 Lock Washer	4
H10	GL9000HFH10	M6 x 12 mm Allen Head Bolt	4
T1	GL9000HFT1	Allen Wrench	1
T2	GL9000HFT2	Hex Wrench	1
P1-Left	GL9000HFP1-Left	Side Horizontal Support Tube With Telescoping Tube	1
P1-Right	GL9000HFP1-Right	Side Horizontal Support Tube With Telescoping Tube	1
P2	GL9000HFP2	Back Verical Support Tube	2
P3	GL9000HFP3	Side Verilcally Angled Support Tube	2
P4	GL9000HFP4	Connecting Tube with two screw holes	3
P5	GL9000HFP5	Connecting Tube with three screw holes	1
P6	GL9000HFP6	Ramp ChuteTube Assembly	2
P7	GL9000HFP7	(Front) Vertical Net Tube Assembly	2
P8	GL9000HFP8	(Back) Vertical Net Tube Assembly	2
P9	GL9000HFP9	Back Connecting Tube	1
P10	GL9000HFP10	Front Top Ramp Chute Tube	1
P11	GL9000HFP11	Front & Back Horizontal Ramp Chute Tube	2
P12	GL9000HFP12	Connecting Bracket	2
P13	GL9000HFP13	Backboard	1
P14	GL9000HFP14	Rim	2
P15	GL9000HFP15	Rim Support Plate	2
P16	GL9000HFP16	Rim Net Pre Installed Onto Rim	2
P17	GL9000HFP17	Ramp Chute With Side Nets	1
P18	GL9000HFP18	Infrared Scoring Sensor	4
P19	GL9000HFP19	Control Box with Long Wire	1
P20	GL9000HFP20	Electronic Scorer	1
P21	GL9000HFP21	Electronic Scorer Face Plate	1
P22	GL9000HFP22	Adjustable Stabilizer	2
P23	GL9000HFP23	Caster Wheel with locks	4
P24	GL9000HFP24	Lock Pin	2
P25	GL9000HFP25	EVA Pad	4
P26	GL9000HFP26	Small EVA Pad	2
A1	GL9000HFA1	Air Pump with Needle	1
A2	GL9000HFA2	Basketball	6
A3	GL9000HFA3	A/C Adapter	1
K1	GL9000HFK1	Hardware Kit	1
M1	GL9000HFM1	Owner's Manual	1

Trouble Shooting:

Game won't turn on:

1. Make sure the A/C adapter wire is in the correct slot on the electronic scorer, and both ends are plugged in correctly.
2. Please make sure there is a charge in the batteries if not using the A/C adapter.
3. Make sure the control box wire is in the correct slot on the bottom of the electronic scorer.
4. **Press/hold down the on/off button on the control box bottom of the electronic 2 seconds to turn the game on.**

Game shuts off during play:

1. Check the batteries. Make sure they are new batteries and installed correctly.
2. Make sure both ends of the A/C adapter are plugged in correctly

Game will not score properly:

Look at page 18 of this assembly manual + check that the top + bottom infrared scorer sensor wires are correctly plugged into the correct top and bottom sockets of the electronic scorer.

General Control Box Operation

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

Please make sure the A/C adapter plug is in the correct slot on the electronic the scorer on the back of the backboard.

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

1. Scoreboard will show "01" on the HOME side -- This is pre-set game #1 called "Beat The Time Clock".
2. Press the "Select Up" or "Select Down" buttons to select games 1 thru 8.
3. **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 AUTO TURN OFF: If no shot is made or no button is pressed in 5 minutes, the 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.

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“ !

Note : Install batteries with correct + - polarity.

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

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 ESCALADE SPORTS 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, ESCALADE SPORTS 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.

NOT COVERED BY THIS WARRANTY

- Product not intended to be in places of public assembly, such as, but not limited to, schools, parks, public or private recreational facilities
- Any product subjected to Non-residential abuse, negligence, improper installation, vandalism, acts of God, alteration of product, or any other events beyond the control of ESCALADE SPORTS.