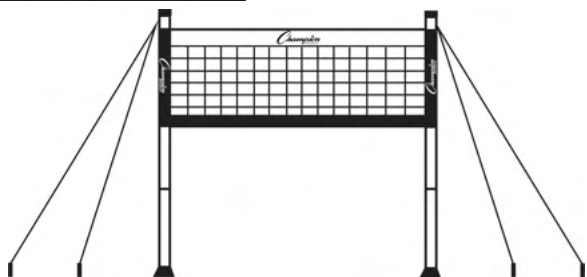
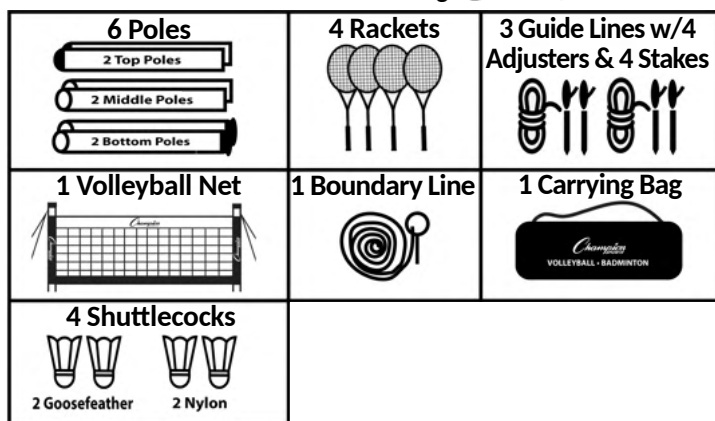




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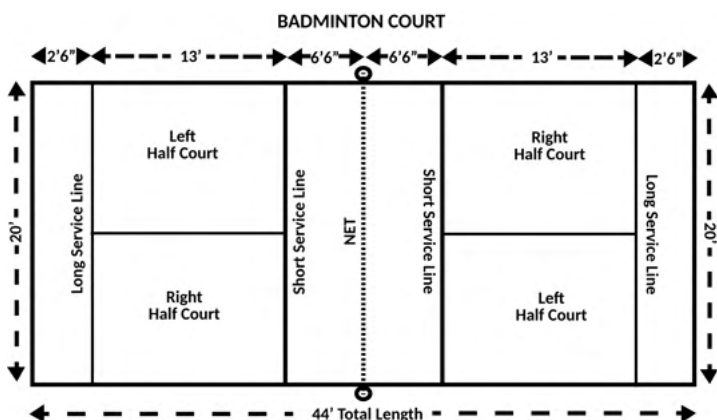
DELUXE BADMINTON TOURNAMENT SET



1. Unroll the net and spread across the court.
2. Locate the pole pieces and lock the top & middle pieces together.
3. Slide the side sleeve over each pole ensuring the white tape is across the top.
4. Lock the bottom pole piece on to complete pole setup.
5. Tie the net onto an eye hook on each pole to hold in place.
6. Hook the guide lines to the eye hook.
7. Have one person hold one of the poles upright.
8. Pull the guide lines out at a 45° angle and hammer the stakes into the ground, tightening slack using the plastic adjusters if needed.
9. Stand the other pole upright and pull until the net is straight across.
10. Pull the guide lines out at a 45° angle and hammer the stakes into the ground, tightening slack using the plastic adjusters if needed.
11. Tighten the net by pulling the net ties taut and re-tying.
12. Using a tape measure, set the boundary line at 30' wide x 60' long for volleyball, 20' wide x 44' long for badminton*, adjusting the boundary line to fit with the net cutting the court in half.

Basic Rules of Badminton:

1. One team may choose to serve first or choose the court end, The side that serves first is allowed one service to start the game. Each team receives two serves thereafter.
2. Serves must be underhand.
3. Players serve from the right half court when their score is 0 or an even number and from the left court when their score is an odd number.
4. A serve is lost if a player makes a fault when serving. If the receiver makes a fault, the server receives a point and continues the serve.
5. Teams switch sides after each game.
6. Each team may only hit the shuttlecock once before returning.
7. The winning team serves first in the next game. the Pallino begins the next frame.



Scoring:

1. The winner is the team that wins the best of 3 games.
2. A team wins a rally when the shuttle is hit over the net onto the opponent's floor/ground.
3. Rally Scoring:
 - A point is awarded whenever a team wins a rally, and that team gains control of the serve.
 - Play each game to 21 points.
4. Service Scoring:
 - If the serving team wins a rally, they are awarded a point and may serve again.
 - If the receiving team wins a rally, they are not awarded any points, but gain control of the serve.
 - Play each game to 15 point.

Faults:

1. If the shuttlecock is served overhand
2. If the shuttlecock is served from higher than the server's waist
3. If the shuttlecock is not served by striking the ball end
4. If the shuttlecock is hit into the net or out of bounds
5. If a player or team hits the shuttlecock twice in a row
6. If a player reaches over the net, except during a follow through
7. If the shuttlecock comes in contact with a player's body

**All playing areas vary and court diagrams represent regulation sized courts. Have fun and adjust the court to fit your playing area!*

CHOKING HAZARD: Small parts. Not for children under 3 years