QUIKSET®
BADMINTON
ITEM NUMBER: 53118

For all your replacement part needs, please visit:
www.franklinsports.com/53118
<table>
<thead>
<tr>
<th>ITEM#</th>
<th>Description</th>
<th>QTY</th>
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</thead>
<tbody>
<tr>
<td>1</td>
<td>Base Case</td>
<td>x2</td>
</tr>
<tr>
<td>2</td>
<td>Ground Stakes</td>
<td>x2</td>
</tr>
<tr>
<td>3</td>
<td>Tubes</td>
<td>x2</td>
</tr>
<tr>
<td>4</td>
<td>Shuttlecocks</td>
<td>x2</td>
</tr>
<tr>
<td>5</td>
<td>Rackets</td>
<td>x2</td>
</tr>
<tr>
<td>6</td>
<td>Net</td>
<td>x1</td>
</tr>
<tr>
<td>7</td>
<td>Z-Poles</td>
<td>x2</td>
</tr>
<tr>
<td>8</td>
<td>Net Bag</td>
<td>x1</td>
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For replacement parts:
Visit: www.franklinsports.com/53118
Email: replacementparts@franklinsports.com
Call: 1-800-225-8649
ASSEMBLY INSTRUCTIONS

GENERAL NOTE

1. Find a clean, level place to begin the assembly of your QUIKSET® Badminton.
2. Remove all the parts from the box and verify that you have all of the listed parts as shown on the parts list page.

STEP 1

Connect Z-Poles (#7) as shown.

PARTS

7 x2

NOTE

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ITEM#: 53118

STEP 2

Slip Tubes (#3) through the sleeves of the Base Net (#8). Insert tube ends into Base Cases (#1) as shown.

PARTS

1 x2

3 x2

8 x1

NOTE
YOU ARE NOW READY TO PLAY!

STEP 3

Connect Z-Poles (#7) to Base Cases (#1).

PARTS

1 x2
7 x2

NOTE

PARTS

1 x2
2 x2
6 x1
7 x2

NOTE

Slip Z-Poles (#7) through the sleeves of the Net (#6). Insert Ground Stakes (#2) into Base Cases (#1) as shown and secure to ground.

NOTES

PARTS

1 x2
6 x1
7 x2

NOTE

Insert Z-Poles (#7) into the openings located on the inside of the Base Cases (#1). Place the Net (#6), Rackets (#5) and Shuttlecocks (#4) in the Net Bag (#8). Insert Ground Stakes (#2) into openings on top of Base Cases (#1).
BADMINTON - RULES OF PLAY:

COURT - Service lines are 15ft 6in (4.7m) from the back court lines. The net is set at 22ft (6.7m) from the back court lines. The width of the court is determined by the size of the net used.

PLAYERS - A doubles game shall have two players to a side; a singles game shall have one player to a side.

TOSS - The side winning the toss shall have the options of:
  a) serving first; or
  b) receiving; or
  c) choosing a particular end of the court.

OBJECT - You win a rally (serve) if you hit the shuttle over the net and onto the floor of the opposing side’s court. You lose a rally (serve) if you:
  a) hit the shuttle into the net;
  b) hit shuttle over the net but outside of the opposing side’s court;
  c) if the shuttle touches you or your clothing;
  d) you hit the shuttle before it crosses the net.

SCORING - A match is comprised of the best of three games. A game starts at “love-all” (0-0). If the serving side wins a rally (serve) they score a point and they serve again but from an alternate service court. If the receiving side wins the rally no points are awarded and the service passes to the next player in line. In singles the next player is the opponent. In doubles it is either the partner of the first server or if both players have just had a turn at serving the serve goes to one of the opponents. 15 points are needed to win a game. However, if the score reaches 14-14, the side which first reached a score of 14 can choose to play to 15 of to set the game to 17 points. The final score reflects the total points won before setting plus the points gained in setting.

SERVING - Service courts are slightly different for singles and doubles. A shuttle that lands on the line is considered “in.” The server and receiver stand opposite one another in diagonal service courts. Always right hand at the start of a game. Once a serve has been made the players may move anywhere on their side of the net. Serves are always underhand in delivery and the receiver must stand still until the serve has been made. In doubles, future serves are then made from alternate service courts to alternate players. In singles, both players shall change service courts after each point.

FAULTS - A fault by a player of the side which is “in” puts the server out; if made by a player whose side is “out,” it counts as a point to the “in” side.
It is a fault:
a) If in serving, the shuttle falls into the wrong service court, or falls short of the short service line, or beyond the long service line, or outside the boundary lines.

b) If the server’s feet are not in the service court from which the service is being made, or if the feet of the receiver are not in the service court diagonally opposite until the service is delivered.

c) If, when the shuttle is “in play,” a player touches the net or its supports with racket, person, or clothing.

d) If the shuttle is hit twice in succession by the same player; is hit more than once; or is held on the racket during the execution of a stroke; or if the shuttle is hit by a player or his partner successively.

e) If the server, in attempting to serve, misses the shuttle, it is not a fault, except if the racket touches the shuttle, then a service is thereby delivered.