

AGES 8+

PRO HOOPS REBOUND PRO

ITEM NUMBER: **89019**


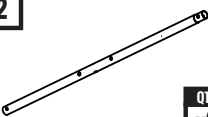
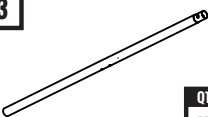
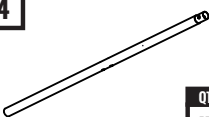
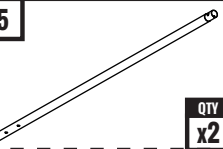
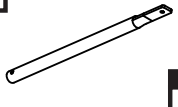
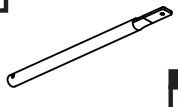
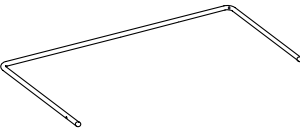
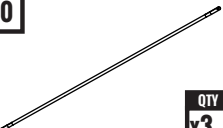
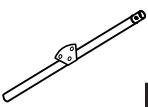
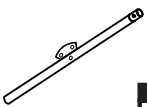
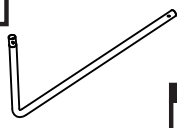
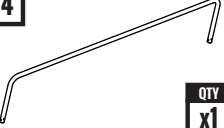
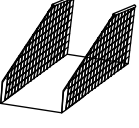
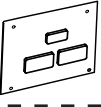





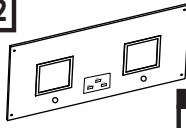




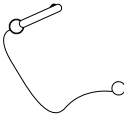


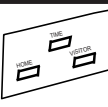





www.franklinsports.com/89019



⚠ WARNING:
CHOKING HAZARD--Small parts.
Not for children under 3 yrs.
Adult assembly required.

Product may appear different in size and color.

PARTS LIST

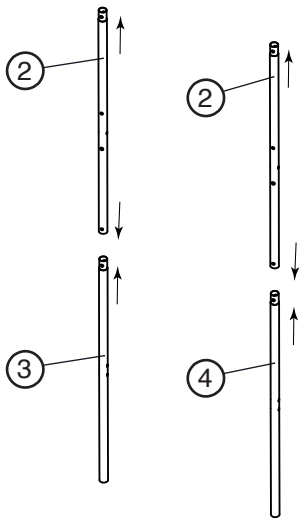
1  Net Hanger Tube QTY x2	2  Vertical Board Support Mounting Tube QTY x2	3  Left Vertical Support Tube QTY x1	4  Right Vertical Support Tube QTY x1	5  Frame Support Tube QTY x2
6  Angle Top Frame Support Tube QTY x1	7  Angle Bottom Frame Support Tube QTY x1	8  Frame Brace QTY x1		10  Horizontal Cross Brace Tube QTY x3
11  Middle Ramp Tube (Left) QTY x1	12  Middle Ramp Tube (Right) QTY x1	13  Front Ramp Tube QTY x2	14  Front Horizontal Ramp Support Tube QTY x1	15  Ball Return Slide Netting QTY x1
16 PRE-INSTALLED  Electronic Scorer QTY x1	17 PRE-INSTALLED  Infrared Trigger QTY x2	18  Rim QTY x2	19  Rim Support Plate QTY x2	20  Inflation Pump with Needle QTY x1
21  Net QTY x2	22  Backboard QTY x1	23  M6 Washer QTY x16	24  M6 x 15mm Bolt QTY x4	25  M6 x 50mm Bolt QTY x8
26  M6 x 58mm Bolt QTY x2	27  Lock Pin QTY x2	28  Wing Nut QTY x16	29  Basketball QTY x4	30 PRE-INSTALLED  Electronic Scorer Face Plate QTY x1
31  Lock Nut QTY x4	32  Wrench QTY x1	33  Allen Key QTY x1	34  M6 x 2mm Washer QTY x2	35  M6 x 35mm Bolt QTY x6

ASSEMBLY INSTRUCTIONS

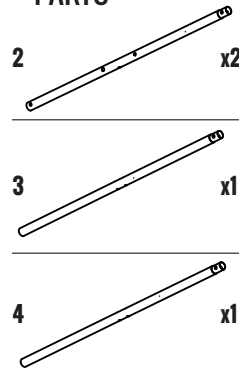
GENERAL NOTE

1. Remove all components from the shipping carton. Remove all protective wrap and layout all components on the ground.
2. Ensure you have all components shown in the parts identifier.

STEP 1



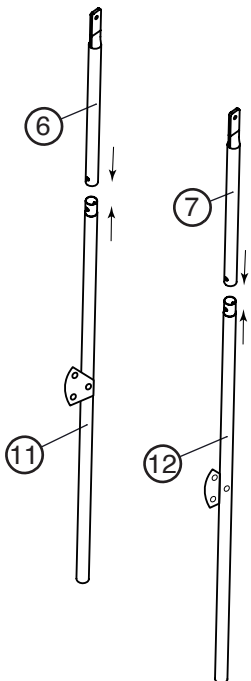
PARTS



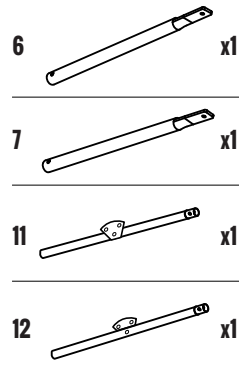
NOTE

Assemble parts as shown.

STEP 2



PARTS

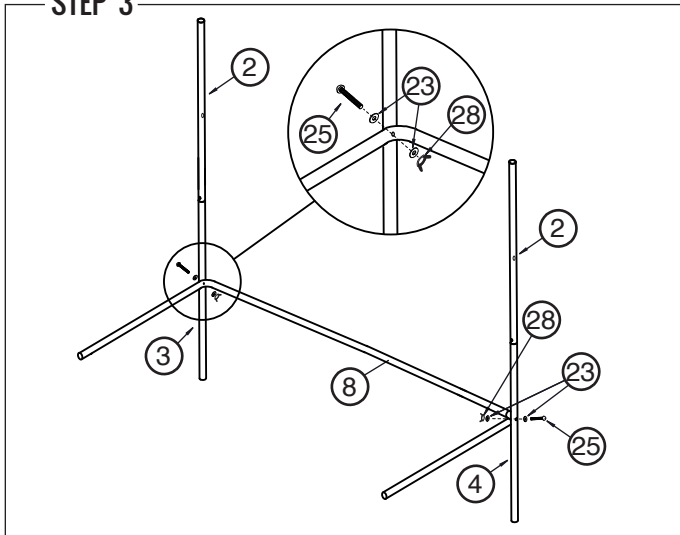


NOTE

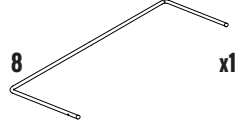
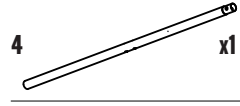
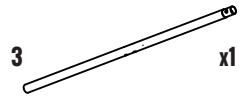
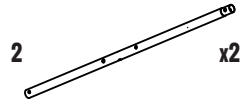
Assemble parts as shown.

ASSEMBLY INSTRUCTIONS

STEP 3



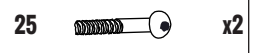
PARTS



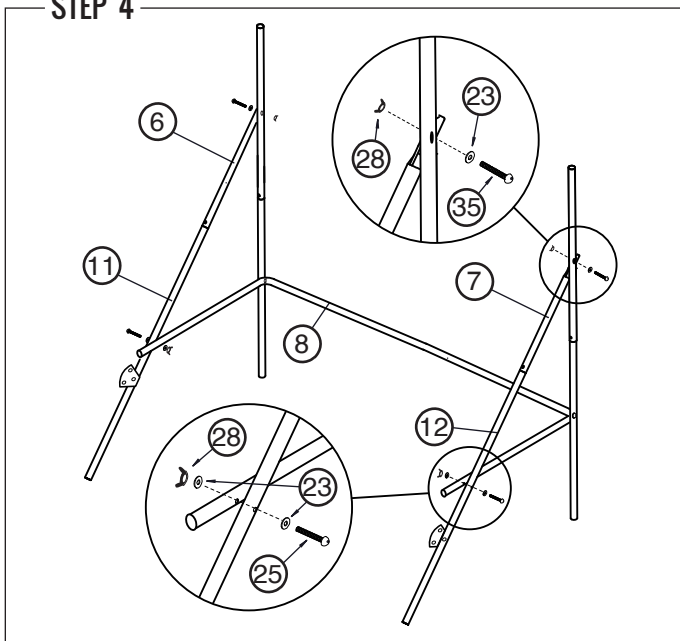
NOTE

Assemble parts as shown.

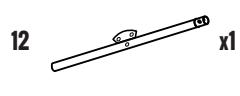
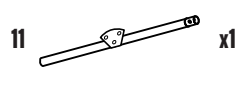
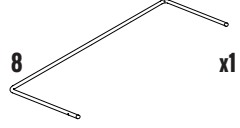
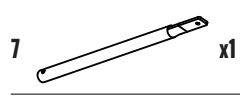
PARTS



STEP 4



PARTS



NOTE

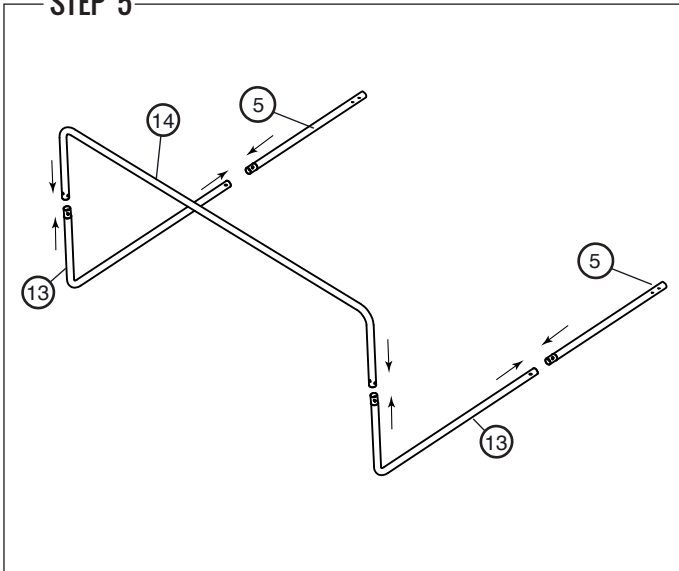
Assemble parts as shown.

PARTS

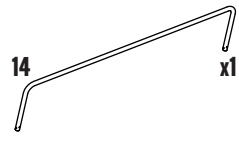
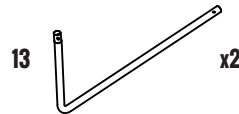
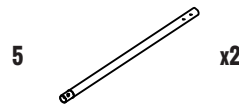


ASSEMBLY INSTRUCTIONS

STEP 5



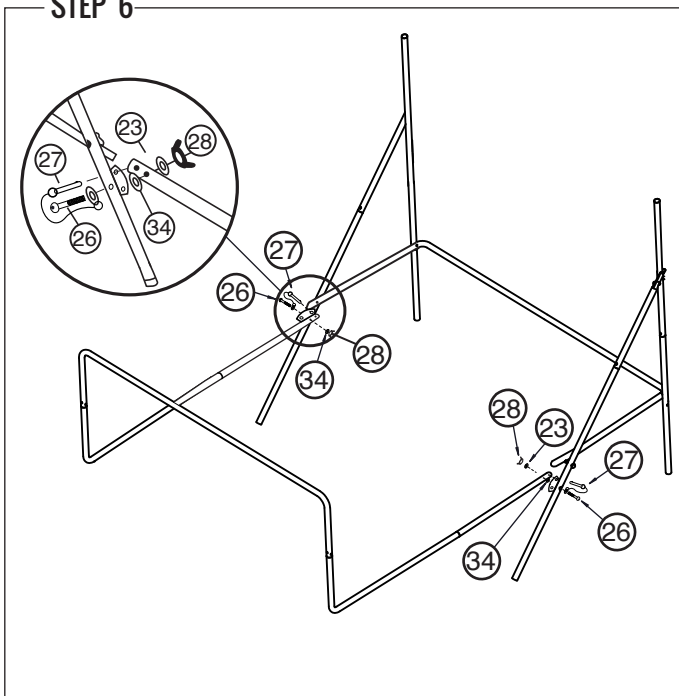
PARTS



NOTE

Assemble parts as shown.

STEP 6



PARTS

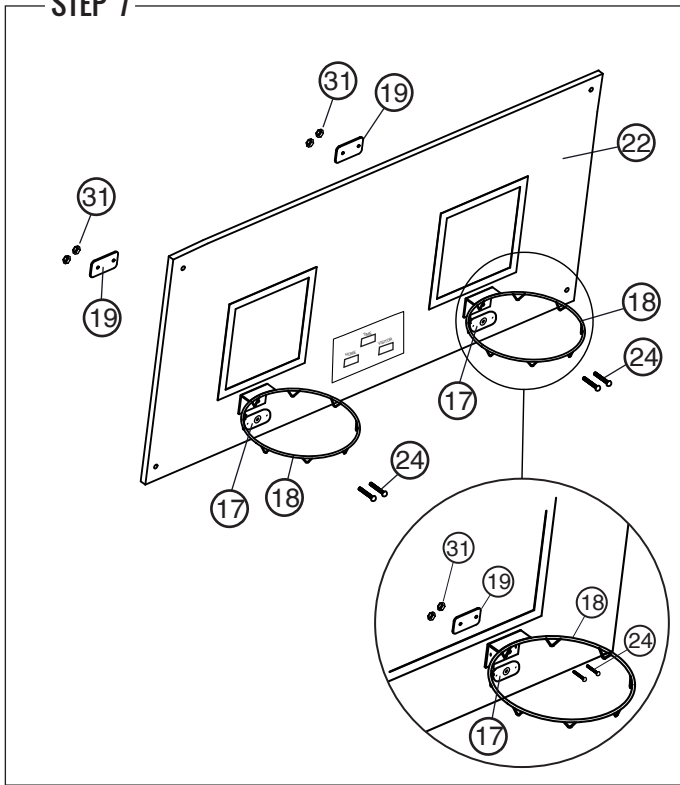


NOTE

Assemble parts as shown.

ASSEMBLY INSTRUCTIONS

STEP 7



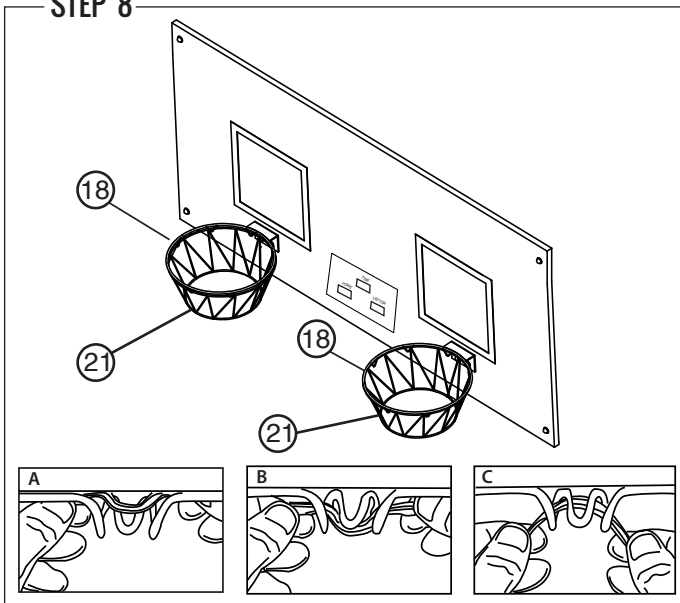
PARTS

17		x2
18		x2
19		x2
22		x1
24		x4
31		x4

NOTE

Assemble parts as shown.

STEP 8



PARTS

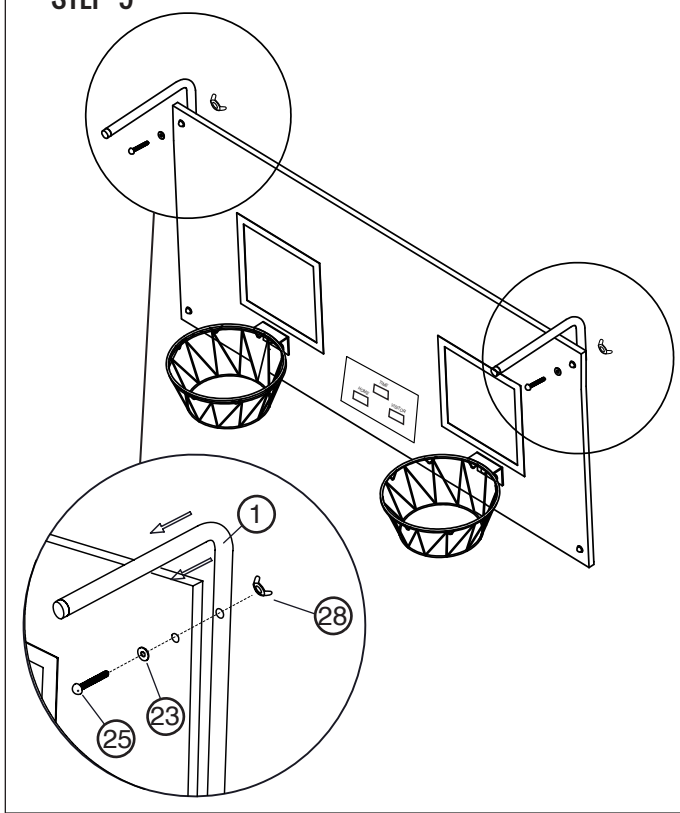
18		x2
21		x2

NOTE

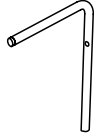



Install the Net (#21) to the Rim (#18).

ASSEMBLY INSTRUCTIONS

STEP 9



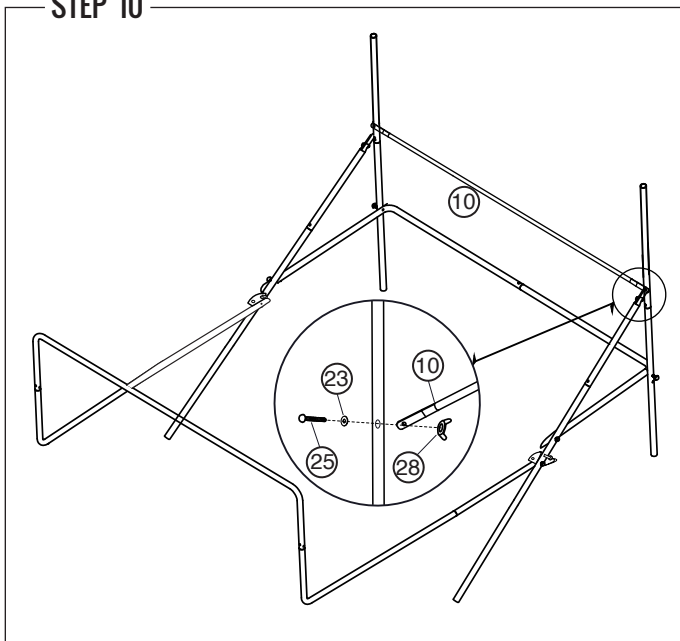
PARTS

1		x2
23		x2
25		x2
28		x2




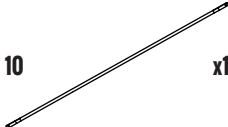
NOTE

Assemble parts as shown.

STEP 10



PARTS

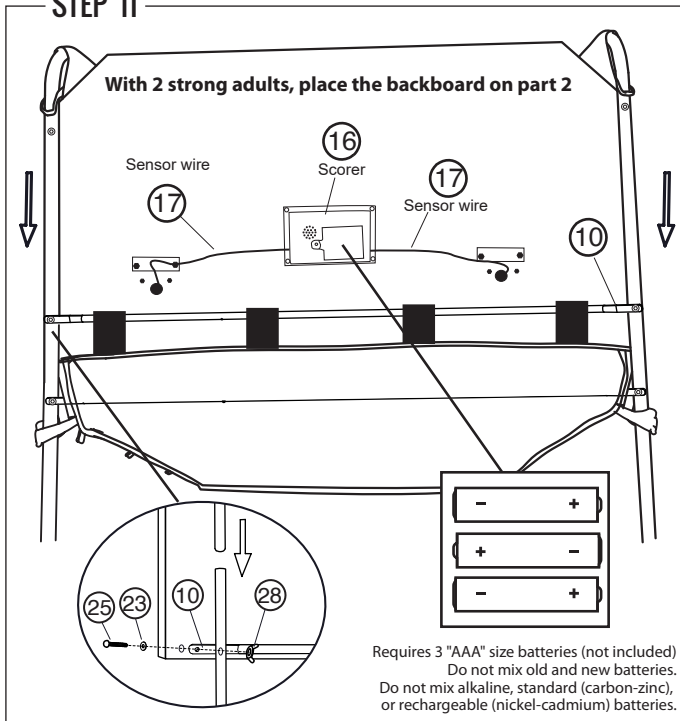
23		x2
25		x2
28		x2
10		x1

NOTE

Assemble parts as shown.

ASSEMBLY INSTRUCTIONS

STEP 11



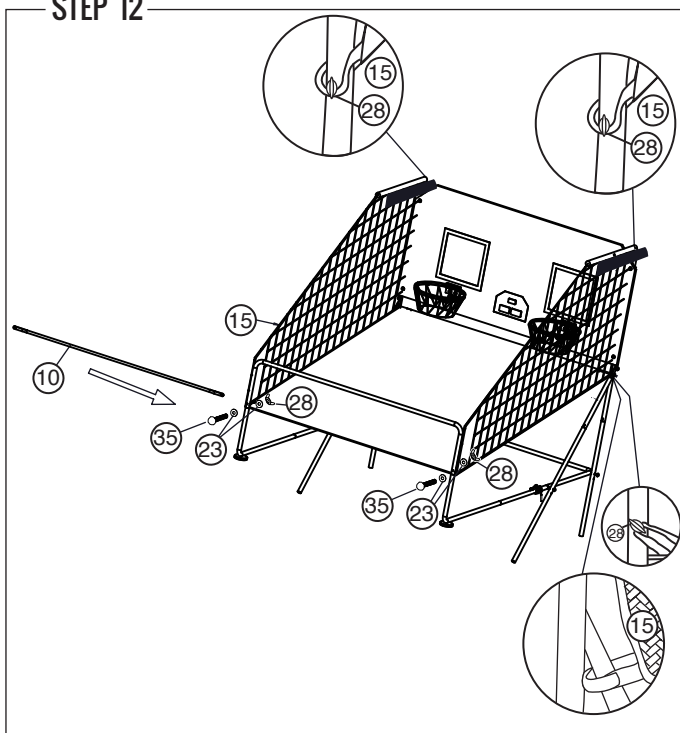
PARTS

10		x1
16		x1
17		x2
23		x4
28		x2
35		x2

NOTE

Assemble parts as shown.

STEP 12



PARTS

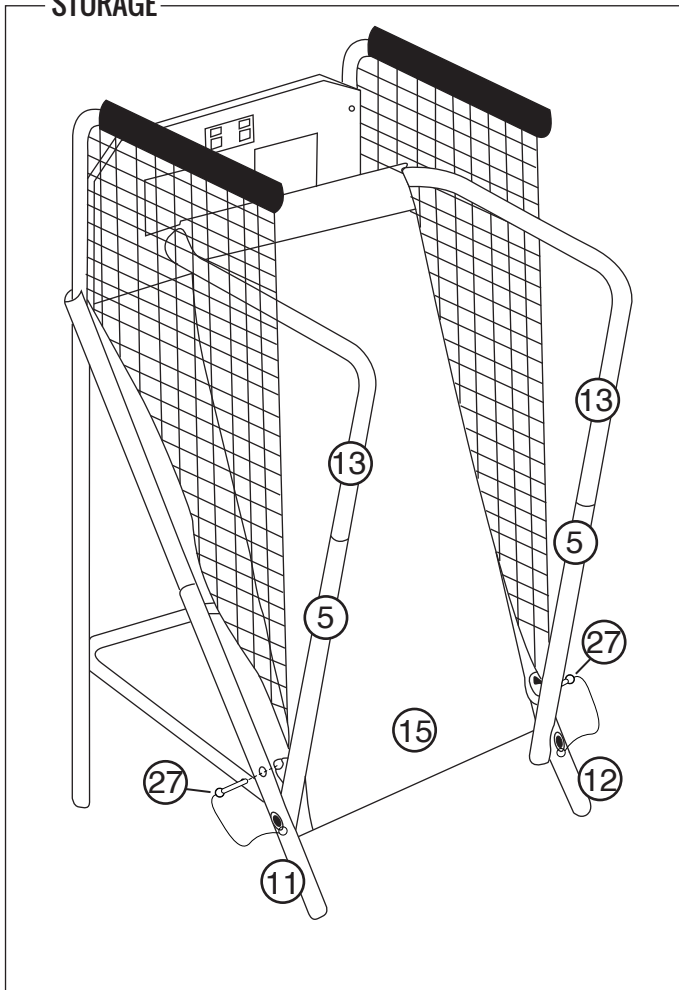
10		x1
15		x1
23		x4
28		x2
35		x4

NOTE

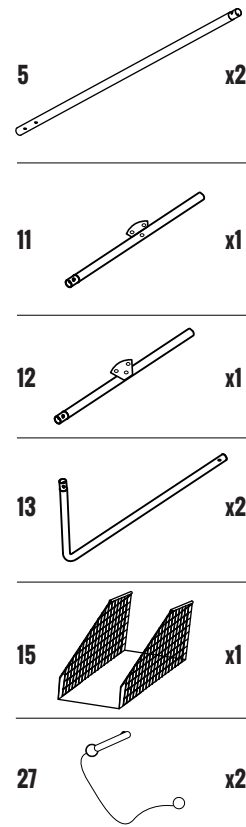
Assemble parts as shown.

ASSEMBLY INSTRUCTIONS

STORAGE



PARTS



NOTE

Fold parts as shown.



CAUTION:
PINCH HAZARD! KEEP HANDS CLEAR.

GAME INSTRUCTIONS

HOW TO PLAY:

Once the unit is turned on, the game will light-up. The timer on the game will begin once the sensor under the rim is triggered. Once the game begins the unit will score until the time runs out (after 30 seconds). During this time both players should be trying to score as many points as possible by shooting at their own rim. Once the play clock reaches zero, then game will end and the player with the higher score will be the winner!

Note:

We welcome you to use your own balls on this set. Please note, the scoring sensor may not pick up darker colored balls.

YOU ARE NOW READY TO PLAY!