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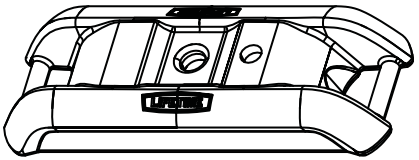
PARTS LIST

ID	Item Description	Qty	✓	ID	Item Description	Qty	✓
DKM	Base	2	☐	EFT	Volleyball	1	☐
AEF	Base Plug	2	☐	DKT	Pickle Ball	2	☐
DKN	Support Tube	2	☐	DKU	Birdie	2	☐
DKO	Net Pole	2	☐	DKV	Birdie Sleeve	1	☐
DKP	Net	1	☐	EGN	Plastic Stake	4	☐
DKQ	Accessory Bag	1	☐	EGO	Guy Line	2	☐
DKR	Paddle	4	☐	EGP	Storage Straps	2	☐

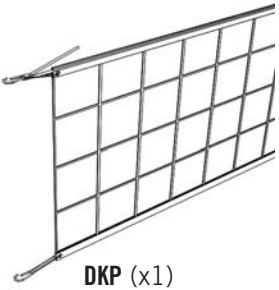
PARTS IDENTIFIER

Parts shown at 10% of Actual Size

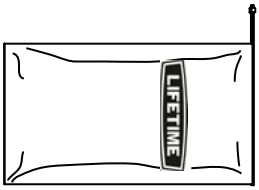


DKM (x2)
Base

AEF (x2)
Base Plug



DKP (x1)
Net (not to scale)

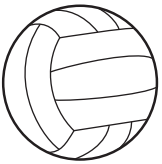


DKQ (x1)
Accessory Bag

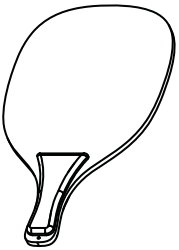
DKU (x2)
Birdie

DKT (x2)
Pickle Ball

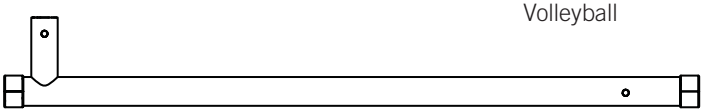
DKV (x1)
Birdie Sleeve



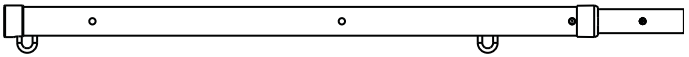
EFT (x1)
Volleyball



DKR (x4)
Paddle

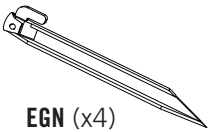


DKN (x2)
Support Tube

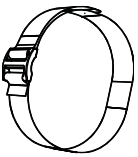


DKO (x2)
Net Pole

EGO (x2)
Guy Line



EGN (x4)
Plastic Stake

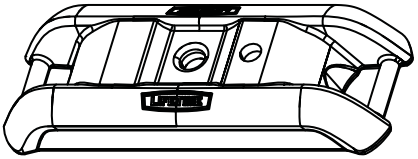


EGP (x2)
Storage Straps

SEC 1 PICKLEBALL AND BADMINTON ASSEMBLY

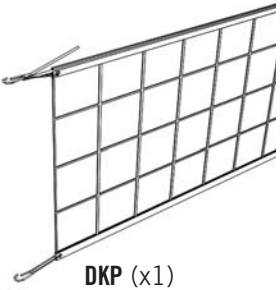
PARTS REQUIRED

Parts shown at 10% of Actual Size

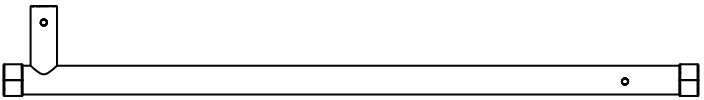


DKM (x2)
Base

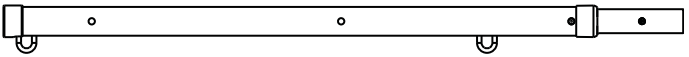
AEF (x2)
Base Plug



DKP (x1)
Net (not to scale)

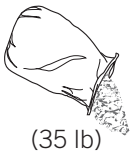


DKN (x2)
Support Tube



DKO (x2)
Net Pole

TOOLS REQUIRED



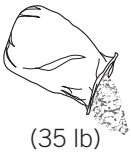
(35 lb)

(1)

or

(1)

TOOLS AND HARDWARE REQUIRED FOR THIS PAGE


(35 lb)

(1)

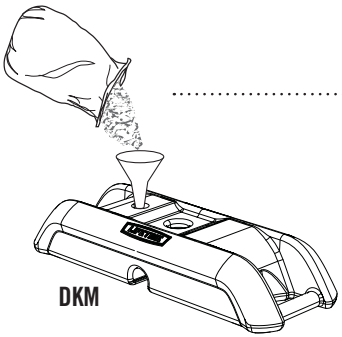
or

(1)

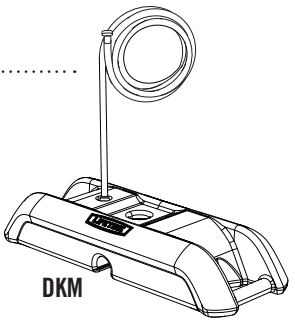
SEC 1.1

OPTION A: Fill the **Base (DKM)** with sand.

OPTION B: Fill the **Base (DKM)** with water. Add a tablespoon of chlorine bleach.



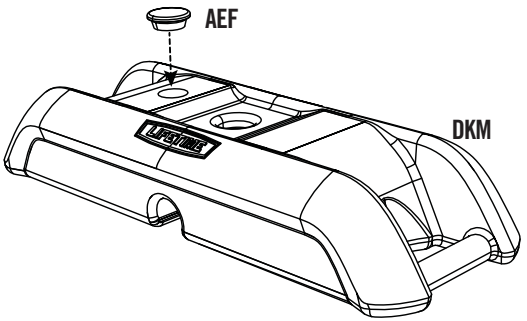
or



! ***Note: Filling the bases with sand is recommended. Sand will provide increased performance of the system by increasing stability and allowing for less sag in the net. Sand also reduces the chance of leakage during storage or transport. If the base is filled with water, make sure that it remains full of water during use. Performance will be significantly reduced if water has leaked from the system.***

SEC 1.2

Insert the **Base Plug (AEF)** into the **Base (DKM)** as shown.

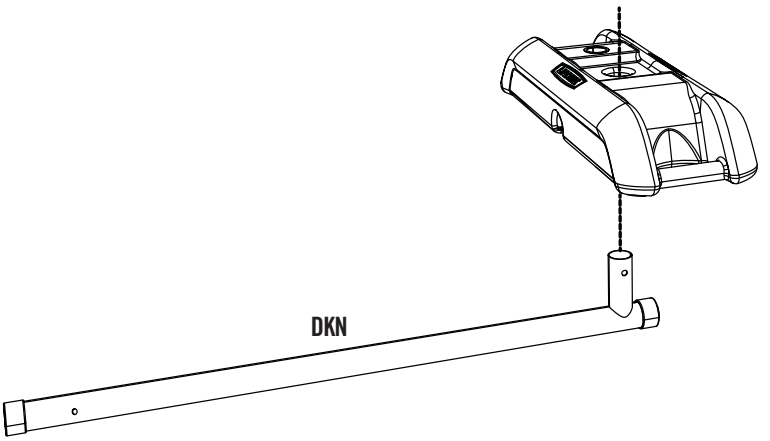


TOOLS AND HARDWARE REQUIRED FOR THIS PAGE

NO TOOLS OR HARDWARE REQUIRED FOR THIS PAGE

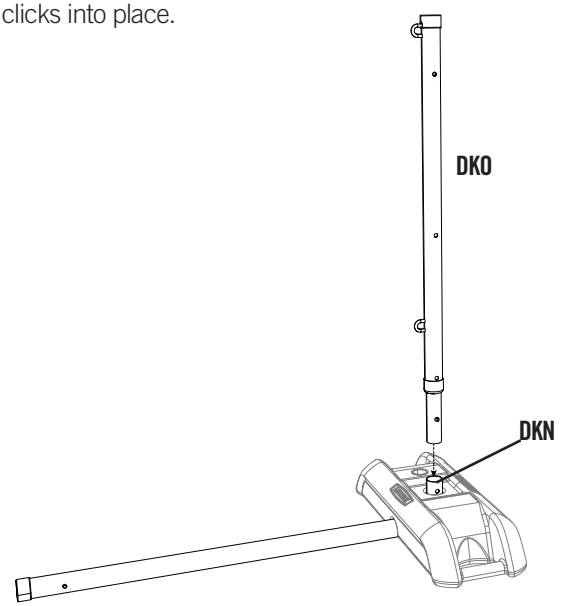
SEC 1.3

Slide the Base onto **Support Tube (DKN)** as shown.



SEC 1.4

Insert the **Net Pole (DKO)** into the **Support Tube (DKN)**. Make sure the Push Button clicks into place.



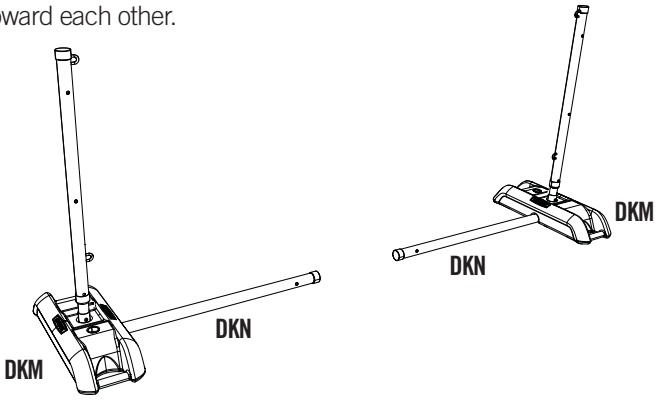
! *Note: Repeat steps 1.1-1.4 to assemble the other Pole and Base assembly.*

TOOLS AND HARDWARE REQUIRED FOR THIS PAGE

NO TOOLS OR HARDWARE REQUIRED FOR THIS PAGE

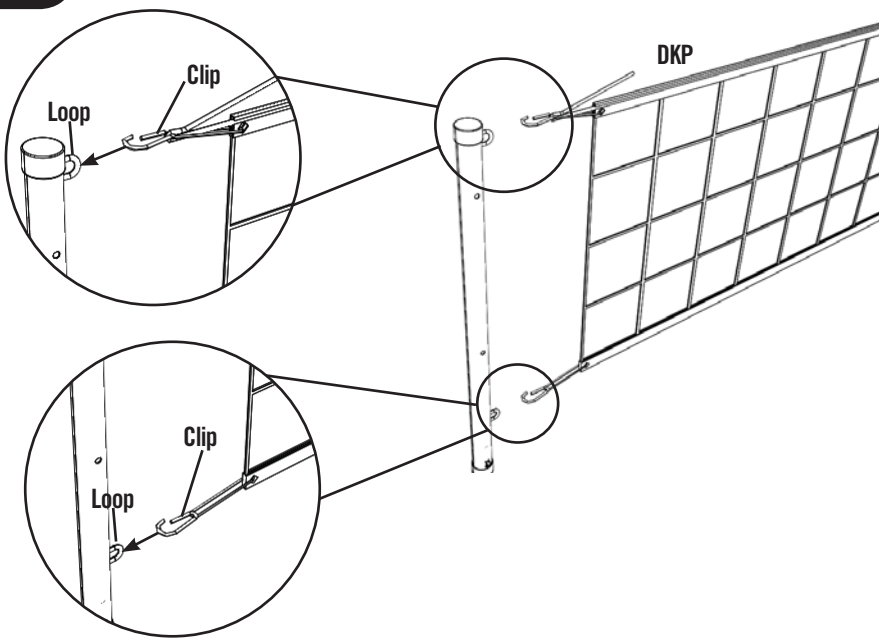
SEC 1.5

Arrange the **Bases (DKM)** as shown, with the **Support Legs (DKN)** facing in toward each other.



SEC 1.6

Use the Clip to secure the **Net (DKP)** to the top loop on the Net Pole.



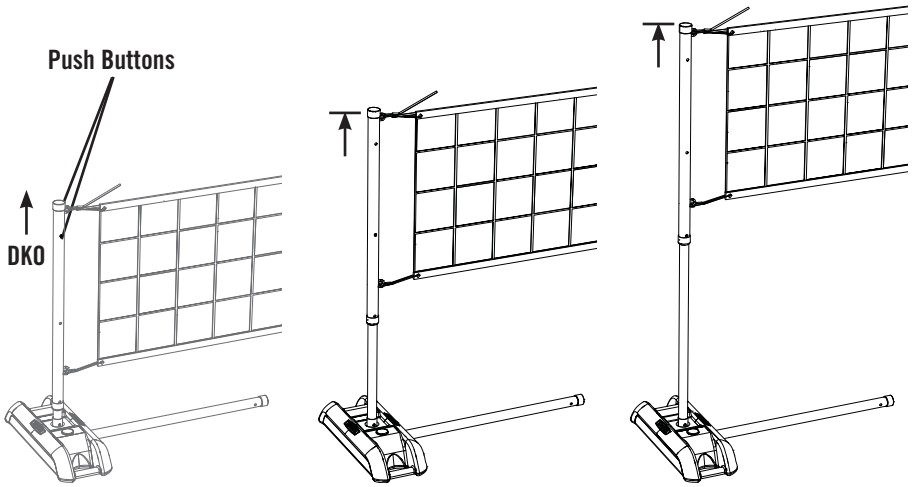
! *Note: Repeat this step to attach the net to the other side of the assembly.*

TOOLS AND HARDWARE REQUIRED FOR THIS PAGE

NO TOOLS OR HARDWARE REQUIRED FOR THIS PAGE

SEC 1.7

To adjust the height of the Net, press the Push Buttons near the top of the **Net Pole (DKO)** and slide the pole to the desired position. Make sure the Buttons snap into place. **Repeat this for the other side of the assembly**.

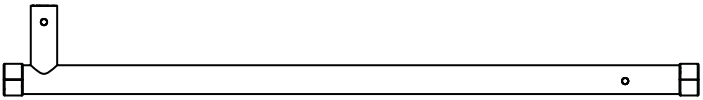


Note: The Net has three height settings: 36" and 49" for Pickleball, and 61" for Badminton.

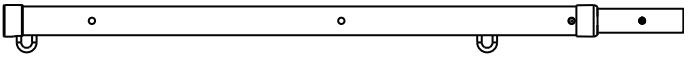
Note: To reduce the width of the Net, roll it onto the Net Pole until the desired length is reached.

SEC 2 VOLLEYBALL ASSEMBLY

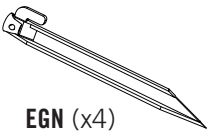
PARTS REQUIRED



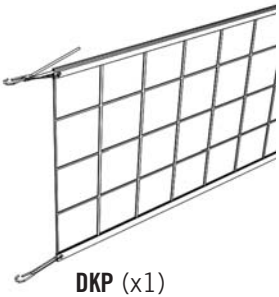
DKN (x2)
Support Tube



DKO (x2)
Net Pole



EGN (x4)
Plastic Stake



DKP (x1)
Net (not to scale)

EGO (x2)
Guy Line

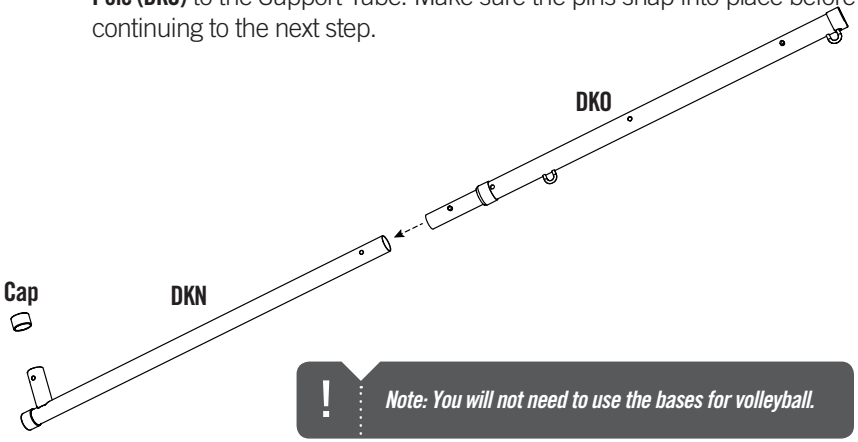
TOOLS REQUIRED

TOOLS AND HARDWARE REQUIRED FOR THIS PAGE

NO TOOLS OR HARDWARE REQUIRED FOR THIS PAGE

SEC 2.1

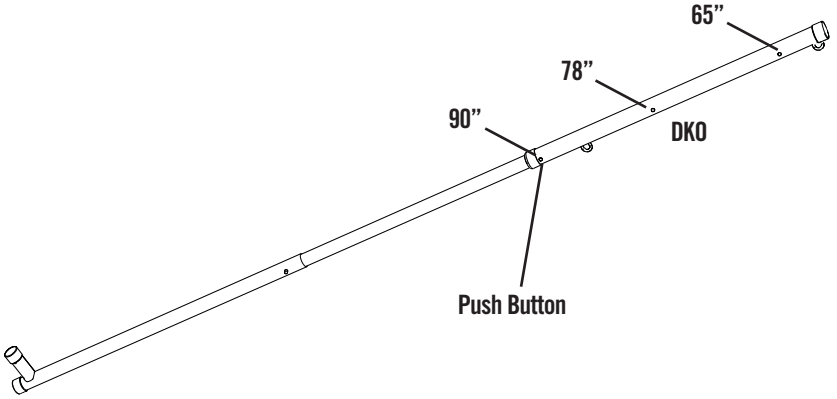
Move the cap from the end of the **Support Tube (DKN)** to the end of the short protruding tube coming off the side of the Support Tube. Assemble the **Net Pole (DKO)** to the Support Tube. Make sure the pins snap into place before continuing to the next step.



! *Note: You will not need to use the bases for volleyball.*

SEC 2.2

Adjust the Net to the desired height. Press the Push Buttons near the top of the **Net Pole (DKO)** and slide the pole to the desired position. Make sure the Buttons snap into place. **Repeat this for the other Net Pole assembly**.



! *Note: The Volleyball Net has three height settings: 90”, 78”, and 65”.*

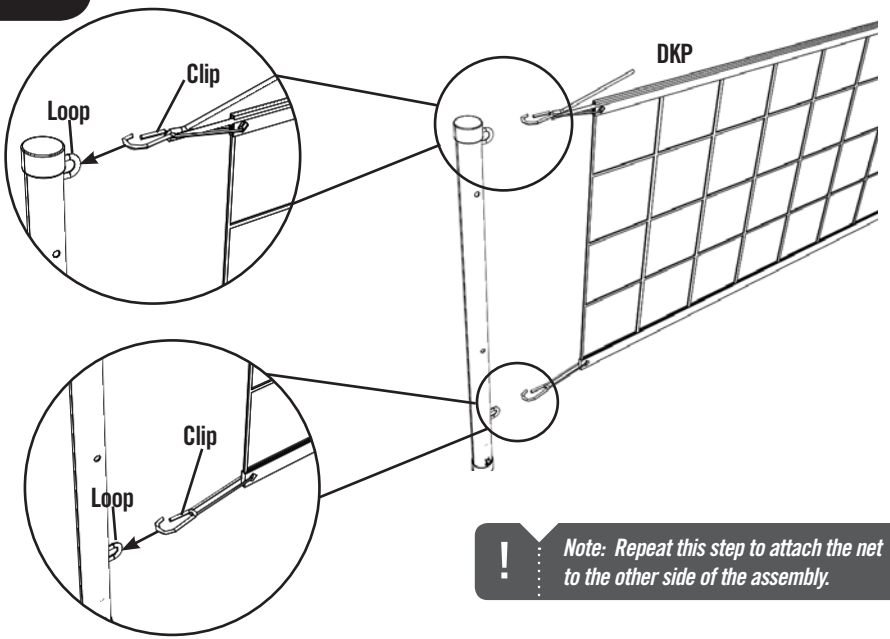
! *Note: To reduce the width of the Net, roll it onto the Net Pole until the desired length is reached.*

TOOLS AND HARDWARE REQUIRED FOR THIS PAGE

NO TOOLS OR HARDWARE REQUIRED FOR THIS PAGE

SEC 2.3

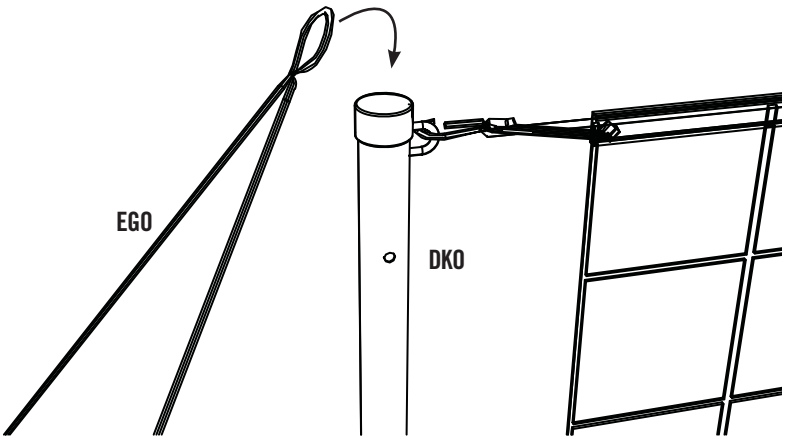
Use the Clip to secure the **Net (DKP)** to the top loop on the Net Pole.



! *Note: Repeat this step to attach the net to the other side of the assembly.*

SEC 2.4

Locate the loop in the center of the **Guy Line (EGO)** and slip it over the top of the **Net Pole (DKO)** as shown.



TOOLS AND HARDWARE REQUIRED FOR THIS PAGE

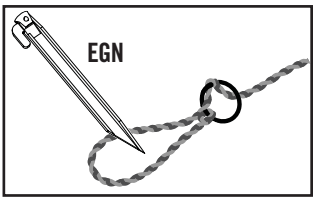
NO HARDWARE REQUIRED FOR THIS PAGE

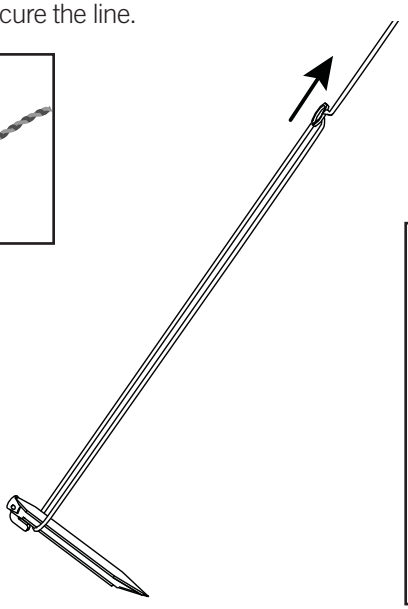
SEC 2.5

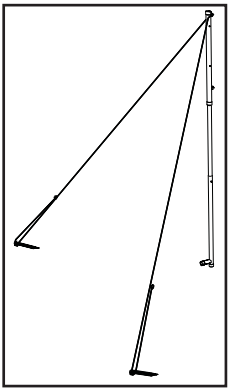
Make sure the cord of the **Guy Line (EGO)** is threaded through the ring at each end as shown. If it is not, just twist the knot on the ring two full rotations in the same direction.

SEC 2.6

While one adult holds the Pole Assembly upright, use a Rubber Mallet to drive the **Plastic Stakes (EGN)** through the loop at each end of the Guy Line and into the ground at an angle. Then pull the rings up toward the top of the Pole to secure the line.





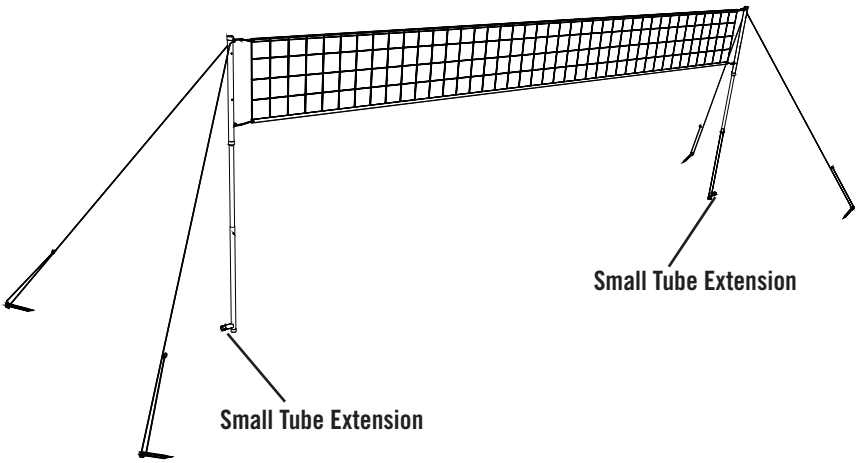


TOOLS AND HARDWARE REQUIRED FOR THIS PAGE

NO TOOLS OR HARDWARE REQUIRED FOR THIS PAGE

SEC 2.7

Repeat steps 2.5 and 2.6 for the other side of the assembly. Make sure the Poles are oriented as shown, with the Small Tube Extension facing out toward the Stakes.



Volleyball Rules

Abbreviated Rules

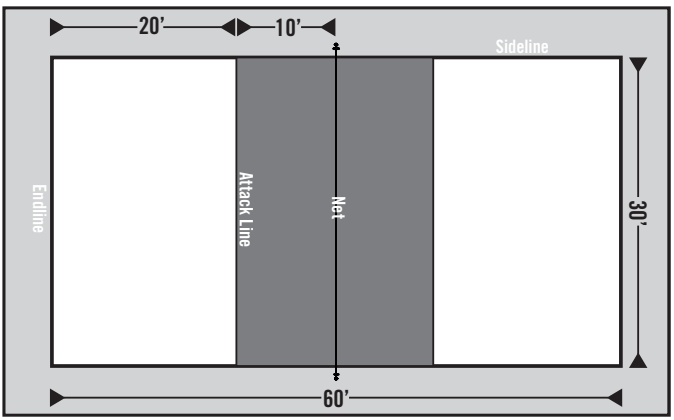
Basic Play - In basic volleyball, there are three players in the front row and three in the back. Players rotate position every time they regain the serve. Control of the serve switches sides each time the ball is forced onto the ground on the serving team's side of the net, or by faults committed by the serving team. A ***fault*** occurs when an error is made causing the ball to fall out of bounds or land on the wrong side of the net, or when a rule is broken, such as the same player hitting the ball twice in a row. Teams are allowed to hit the ball three times before sending it over the net. A fourth hit is a fault and results in a point or a side-out, depending on the chosen method of scoring. Other faults include touching the net during play, striking the ball over the net while your hand is on the opponents side, or serves that land out of play without being touched by the opponent. Serves can be underhand or overhand.

15-Point Format - To win a match, you have to win 2 out of 3 games. Games are played to 15 points. If the score becomes 14-all, the side which first scored 14 may choose to continue the game to 15 points or to set the game to 17 points. If you win a rally in which your opposition served, you win back the service rights. Only the serving side can add a point to its score.

25-Point Format (or Rally Scoring)- To win a match, you have to win 3 out of 5 games. To win a game, you have to score 25 points, and you must win by two points. Play continues as usual and points are continually tallied until there is a winner, even if the score goes over 25. This is the current scoring method used in offical volleyball matches.

Court Dimensions

Net Height Options:
90 inches
78 inches
65 inches



! ***Note: This is an abbreviated form of the rules to give a quick overview of how the game is played.***

Paddle Badminton Rules

Abbreviated Rules

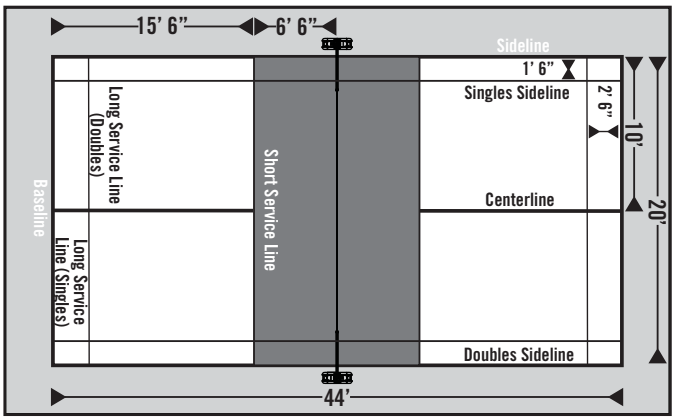
Basic Play - The serve is underhand and does not bounce. The goal is to hit a birdie over the net and onto the floor within the court boundaries to win a point. The opponent tries to keep the birdie from hitting the ground by returning the birdie back over the net. If the serve clears the net but is short of the serving line, the opponent can choose to either hit the birdie and play the point or let the birdie fall short and win the point/serve.

15-Point Format - To win a match, you have to win 2 out of 3 games. Games are played to 15 points for men and 11 points for women. If the score becomes 14-all (10-all in women's singles), the side which first scored 14 (10) may choose to continue the game to 15 (11) points or to 'set' the game to 17 (13) points. If you win a rally in which your opposition served, you win back the service rights. Only the serving side can add a point to its score.

21-Point Format - To win a match, you have to win 2 out of 3 games. To win a game, you have to score 21 points. If a score becomes 20-20, the side which scores 2 consecutive points wins. If the score becomes 29-29, the side that scores the 30th point wins. In this format, points can be scored by both the serving and returning sides.

Court Dimensions

Net Height:
61 inches



! *Note: The Birdie included with this system is designed for use with Paddles, not rackets.*

! *Note: This is an abbreviated form of the rules to give a quick overview of how the game is played. Visit carterpaddleton.com for more information. (©Carter Paddleton, LLC)*

Pickleball Rules

Abbreviated Rules

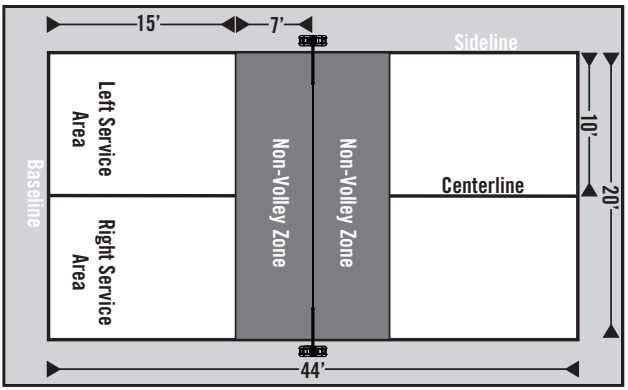
Service - The serve must be hit underhand, the ball must only contact the paddle below waist-level, and the ball must be allowed to bounce once off the serve before being played. When the ball is returned in play, the serving team must also allow the ball to bounce before playing it. After the ball has bounced one time on both sides of the net, both teams can either volley the ball in the air or play it off the bounce. This is called the **double-bounce rule**. The serve is made diagonally cross-court and must clear the non-volley zone (see "The Non-volley Zone" below). Only one serve attempt is allowed, except in the event of a let (the ball touches the net on the serve, and lands on the correct service court).

The Non-Volley Zone - The 7-foot zone on both sides of the net is called the non-volley zone. No volleying is permitted within the non-volley zone. To **volley** is to hit the ball in the air without first letting it bounce. This rule prevents players from executing smashes from within the zone. When volleying the ball, the player may not step on or over the line. It is a fault if the player's momentum causes the player or anything the player is wearing or carrying to touch the non-volley zone. It is a fault even if the ball is declared dead before the player touches the zone. A player may be in the non-volley zone at any other time.

Scoring - Both players on the serving team are allowed to serve, and a team shall score points only when serving. A game is played to eleven points and a team must win by two points. Rallies are lost by failing to return the ball in bounds to the opponent's court before the second bounce, stepping into the non-volley zone and volleying the ball, or by violating the double-bounce rule. The hand is considered an extension of the paddle. The player loses the rally if the ball hits any other part of his body or clothing.

Court Dimensions

Net Height Options:
49 inches
36 inches



! *Note: This is an abbreviated form of the rules to give a quick overview of how the game is played. Visit USAPA.org for more information. (©USA Pickleball Association)*

If the warning sticker is illegible, destroyed, or removed, contact Customer Service for a replacement.

NOTES

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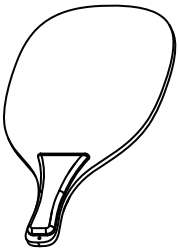
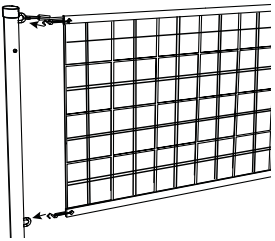
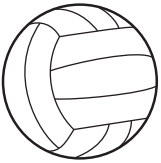


DKR - Paddle
#1136053



DKP - Net
#1111546

DKT - Pickle Ball
#1136054



EFT - Volleyball
#1152407

DKU - Birdie
#1111539

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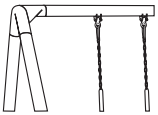

WARRANTY INFORMATION

LIFETIME PRODUCTS SPORTING GOODS

1-YEAR LIMITED FACTORY WARRANTY*

THE MANUFACTURER RESERVES THE RIGHT TO MAKE SUBSTITUTIONS TO WARRANTY CLAIMS IF PARTS ARE UNAVAILABLE OR OBSOLETE.

1. Lifetime Sporting Goods systems are warranted to the original purchaser to be free from defects in material or workmanship for a period of one year from the date of original retail purchase. The word "defects" is defined as imperfections that impair the use of the product. Defects resulting from misuse, abuse or negligence will void this warranty. This warranty does not cover defects due to improper installation, alteration or accident. This warranty does not cover damage caused by vandalism, rusting, "acts of nature" or any other event beyond the control of the manufacturer.

2. This warranty is nontransferable and is expressly limited to the repair or replacement of defective sporting goods equipment. If the equipment is defective within the terms of this warranty, Lifetime Products, Inc. will repair or replace defective parts at no cost to the purchaser. Shipping charges to and from the factory are not covered and are the responsibility of the purchaser. Labor charges and related expenses for removal, installation or replacement of the sporting goods system or its components are not covered under this warranty.

3. This warranty does not cover scratching or scuffing of the product that may result from normal usage. In addition, defects resulting from intentional damage, negligence, unreasonable use or hanging from the net or rim will void this warranty.

4. This warranty does not cover the balls and birdies included with this system.

5. Liability for incidental or consequential damages is excluded to the extent permitted by law. While every attempt is made to embody the highest degree of safety in all equipment, freedom from injury cannot be guaranteed. The user assumes all risk of injury resulting from the use of this product. All merchandise is sold on this condition, and no representative of the company may waive or change this policy.

6. This product is not intended for institutional or commercial use; Lifetime Products, Inc. does not assume any liability for such use. Institutional or commercial use will void the warranty.

7. This warranty is expressly in lieu of all other warranties, expressed or implied, including warranties of merchantability or fitness for use to extent permitted by Federal and state law. Neither Lifetime Products, Inc., nor any representative assumes any other liability in connection with this product. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

ALL WARRANTY CLAIMS MUST BE ACCOMPANIED BY A SALES RECEIPT.

REPORT PRODUCT DEFECTS IN WRITING TO:

Lifetime Products, Inc., PO Box 160010 Clearfield, UT 84016-0010, or call (800) 225-3865

M-F 7 a.m. to 5 p.m. MST.

Call or visit our Web site for Saturday hours

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***Warranty is only valid in the United States.**