
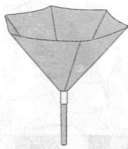




PARTS LIST

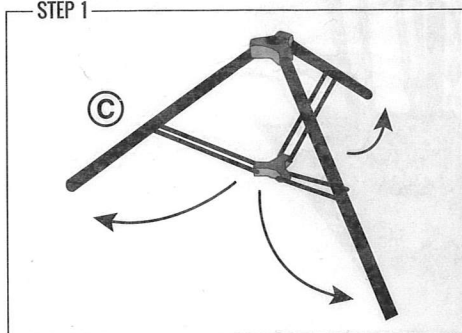
<p>A</p>  <p>Net</p> <p>QTY x1</p> <p>Rep. Part: 52304-R1</p>	<p>B</p>  <p>Umbrella Base</p> <p>QTY x1</p> <p>Rep. Part: 52304-R2</p>	<p>C</p>  <p>Tripod Stand</p> <p>QTY x1</p> <p>Rep. Part: 52304-R3</p>
<p>D</p>  <p>Discs</p> <p>QTY x3</p> <p>Rep. Part: 52304-R4</p>		

ASSEMBLY INSTRUCTIONS

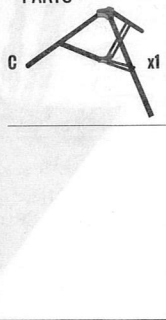
GENERAL NOTE

Remove the product from the box and make sure all of the parts from the parts list are included.

STEP 1



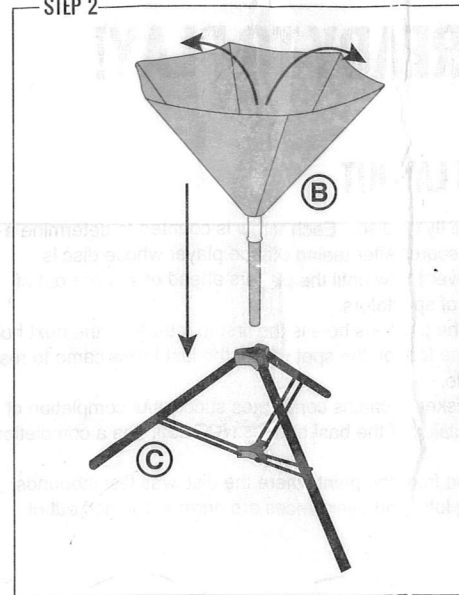
PARTS



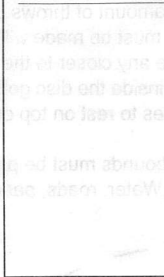
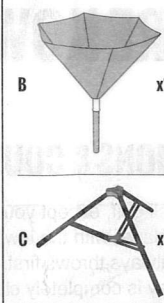
NOTE

Open the Tripod Stand (C) as shown. Make sure the legs are firmly level on the ground.

STEP 2



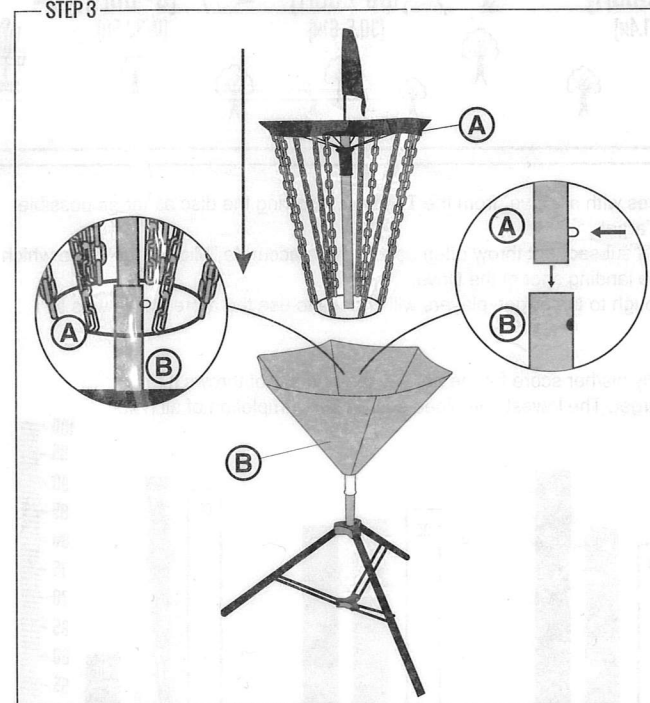
PARTS



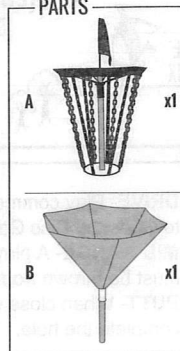
NOTE

Open and unfold the Umbrella Base (B) and insert into Tripod Stand base (C).

STEP 3



PARTS



NOTE

Insert the pole from the Net (A) into the Umbrella Base (B). The pole will be in place when you hear the pin click into the tube base of B.

YOU ARE NOW READY TO PLAY!

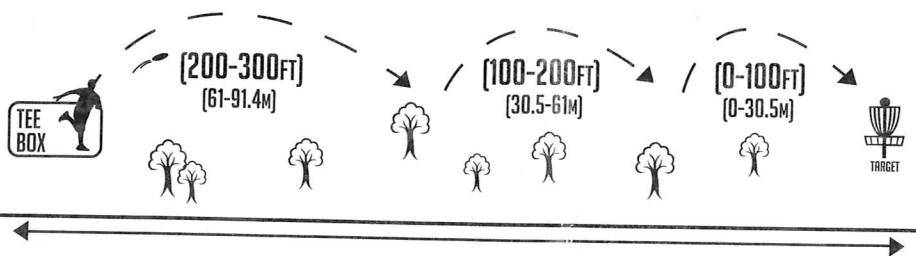
GAME INSTRUCTIONS & COURT LAYOUT

Disc Golf is played like ball golf, except you use flying discs. Each throw is counted to determine a score. The winner is the player with the lowest score. After teeing off, the player whose disc is farthest from the basket always throws first. Never throw until the players ahead of you are out of range, and until the fairway is completely clear of spectators.

The player with the least amount of throws on the previous hole is the first to tee-off on the next hole. Throws after the tee shot must be made with one foot on the spot where the last throw came to rest. The other foot shall not be any closer to the hole.

A disc that comes to rest inside the disc golf basket or chains constitutes successful completion of that hole. A disc that comes to rest on top or outside of the basket does NOT count as a completion of the hole.

A throw that lands out of bounds must be played from the point where the disc was last inbounds, with a one throw penalty. Water, roads, parking lots, and over fences are normal disc golf out of bounds hazards.



- 1) DRIVE-** Play commences with a "Drive" from the Tee Box, throwing the disc as far as possible towards the Disc Golf Target.
- 2) MID-RANGE-** A player's subsequent throw often uses a more accurate "Mid-Range" style which must be thrown from the landing spot of the Drive.
- 3) PUTT-** When close enough to the target, players will choose to use the more stable toss to complete the hole.

WINNING: One should tally his/her score for the hole by the number of throws it took to get the Disc into the Target. The lowest combined score after completion of all holes is the winner!

