



5 Game Combo

BADMINTON VOLLEYBALL JAI LITE
HORSESHOES FLYING DISC



Please keep this instruction manual for future reference

If you have any problems with your new product,
please contact Triumph Sports USA at 1-866-815-4173,
or e-mail us at csr@triumphsportsusa.com
for any technical support or warranty issues.

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All TSU games have a 90-day from date of purchase warranty. This warrants the retail purchaser for any TSU game purchased to be free from any defect in materials and construction for 90 days from the date of purchase. Normal play wear and usage is not covered under the warranty, nor is wear or damage due to improper use of the TSU game. This will void any and all TSU warranties.

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IMPORTANT NOTICE! Please contact us before returning the product to the store.

Warnings



WARNING: Choking Hazard—Product contains small balls and small parts.
Not for children under 3 years of age.

Be sure to check out all the exciting games  **has to offer. Visit our web site at:**

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BILLIARDS



DARTS



GAME TABLES



CASINO








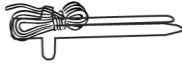

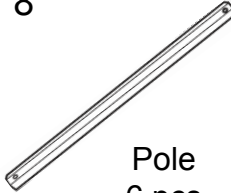








OUTDOOR GAMES



DARTBOARDS

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Milwaukee, WI
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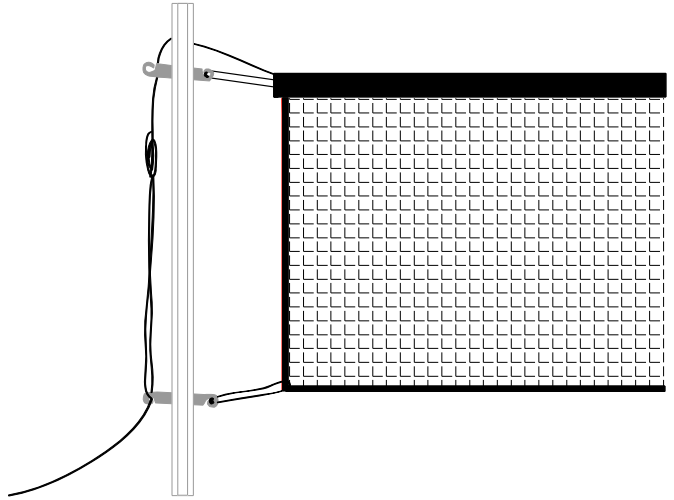
Parts List

1  Volleyball 1 pc	2  Net 1 pc	3  Badminton racket 2 pcs	4  Shuttlecock 2 pcs	5  Bottom guide rope 2 pcs
6  Top guide rope 2 pcs	7  Plastic pole cap 2 pcs	8  Pole 6 pcs	9  Inflating pump with needle 1 pc	10  Flying disc 1 pc
11  Red horse shoes 2 pcs	12  Blue horse shoes 2 pcs	13  Horse shoes stake 2 pcs	14  Black scoop 1 pc	15  Orange scoop 1 pc
16  Jai lite ball 1 pc				

Assembly Instructions

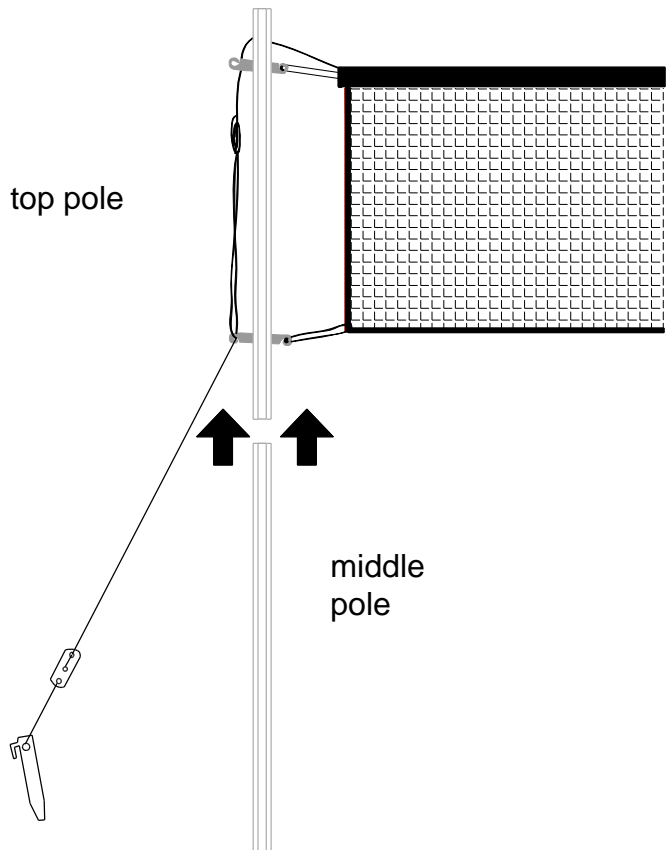
Step 1

Insert ropes on top and bottom corners of net through top and bottom holes of top pole and secure with knots.



Step 2:

Attach the middle pole section into the top pole by aligning the holes.

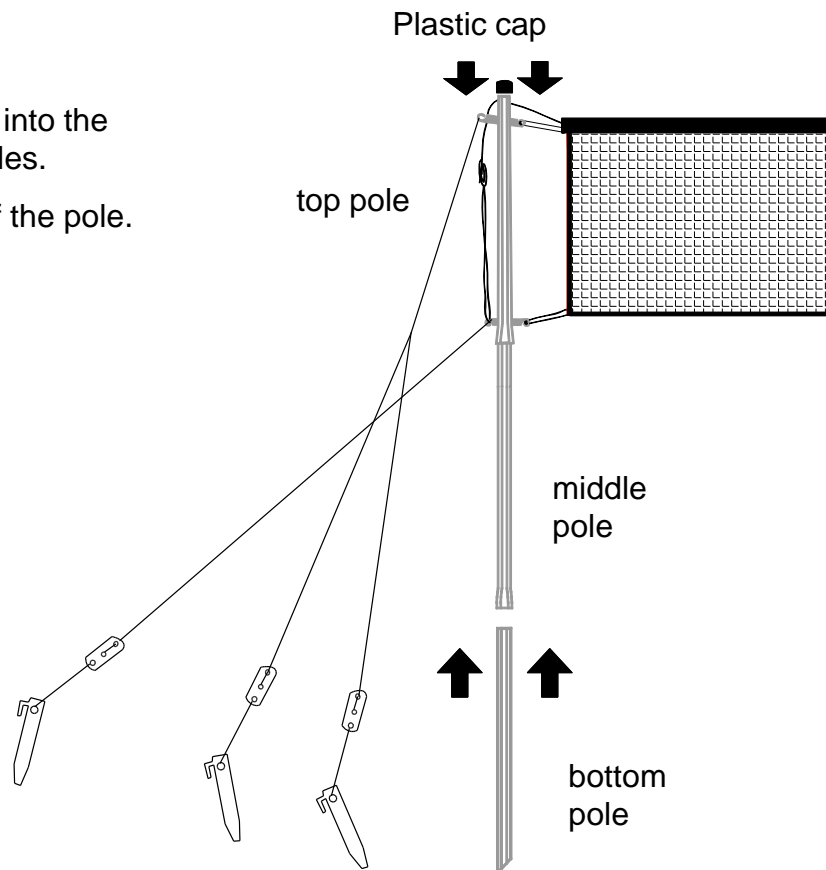


Net Assembly Instructions

Step 3:

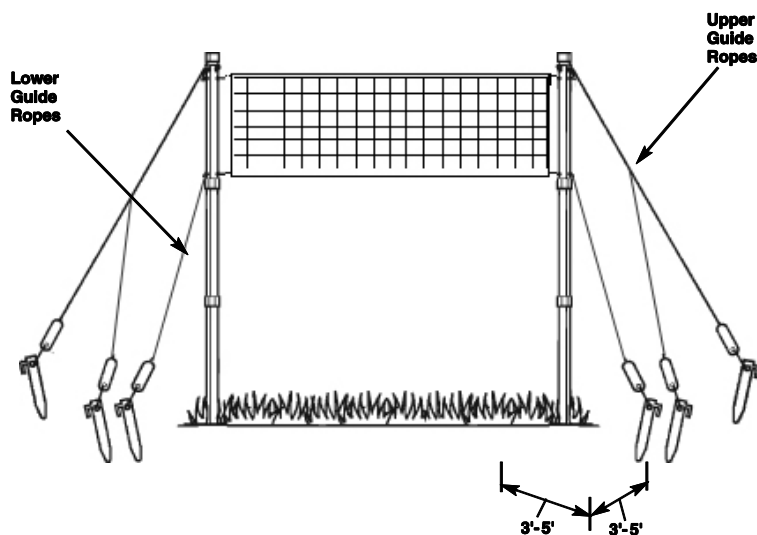
Insert the bottom pole section into the middle pole by aligning the holes.

Place the plastic cap on top of the pole.



Step 4:

Stretch assembled net and poles across playing area until net is tight. Press pole into ground. Holding poles in vertical position, press guide rope stakes into ground at 45 degree angle, 3 feet to 5 feet from pole and 3 feet to 5 feet apart.



Volleyball Rules

Court Size

Standard size of court is 30 feet wide and 60 feet long. Width and length can be increased or decreased proportionately depending on the area available.

Net

The net shall be stretched across the center of the court dividing it in half. The net height can vary from the official 8 feet height to other popular heights such as 7 feet or 5 feet or any desired height.

Player

6 players on each team.

Service

Each player shall serve in turn and will continue to serve until side is out. When serving, the ball must go over the net. If the ball hits the net when served and goes over the net, the ball must be re-served. If the ball does not go over the net when served or is out of bounds or touches any team-mate before touching an opponent or opponent's court, the side is out and the opponent takes possession and becomes the serving team.

Service Area

The service area should be a minimum of 5 feet in depth behind the end boundary court and in the event the playing area does not provide space for such depth, then the serving area shall extend into the court to whatever distance is necessary to provide such a minimum service area. The service area should be located in the right end section of each court, the width not to exceed 8 feet.

Volley

Maximum of three team contacts: each team is allowed a maximum of 3 successive contacts of the ball in order to return the ball to the opponent's area.

Rotation

After a team has lost its serve, the team receiving the ball for the first serve shall, before serving, rotate one position clockwise.

Volleyball Rules

Errors

When a player and/or when the ball is in play:

1. Does not clearly hit the ball or allows the ball to come to rest in any part or parts of the body.
2. Hits the ball out of the boundaries of the court.
3. Allows the ball to hit the floor, or any object outside of the court (except net), before being legally returned to the opponent's court.
4. Touches the ball twice in succession.
5. Fails to make a good serve.

Fouls

1. Holding the ball or throwing it.
2. If the ball touches any part of the body, except the hands or forearms.
3. Touching the net with any part of the body or hands, or reaching over the net.
4. If a player plays out of position when ball is being served.

Scoring

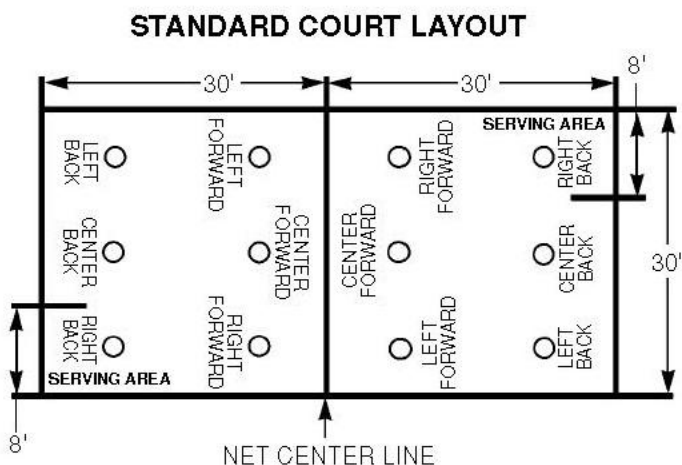
Only the serving team can score. When the serving team fails to score, it is "side out" and the receiving team becomes the serving team.

Penalty

The penalty for fouls or errors committed shall be "point" or "side out", as the case may be.

Game

The game shall be played to 21 points, or the teams may agree to play to 15 points. A match consists of three games. The match winner is the team to win two out of three games.



Caution: Stand clear of the court area to avoid being injured while a player is taking his or her turn.

Badminton Rules

Court Size

Standard size court is 20 feet wide and 44 feet long. The length and width however can be increased or decreased proportionately depending on the area available.

Net

The net shall be stretched across the center of the court dividing it in half. The net height should be 5 feet in the center of the net to 5 feet 1 inch at the poles.

Player

In doubles the game is played by two players per side. In singles the game is played by one player per side.

Service

The team winning the toss of the coin shall have the option of serving first, receiving the serve or choosing the court end. The side that serves first has only one serve to start the game. After the game begins each team gets two serves.

Service Rotation

The team which serves first must serve from their right half court diagonally opposite to their opponents right half court.

In Doubles: The serve must alternate from the right half court to left half court after each serve, so no player on the opposing team receives two consecutive serves. Teammates must serve consecutively.

In Singles: The players serve from the right half court when their score is "0" or an even number of points. Service is delivered from left half court on odd number points. If the team serving makes a fault, one serve is lost. If the team receiving the serve makes a fault, the team serving gets a point and continues the serve. The serve must alternate from right and left half courts after each serve as stated before.

Badminton Rules

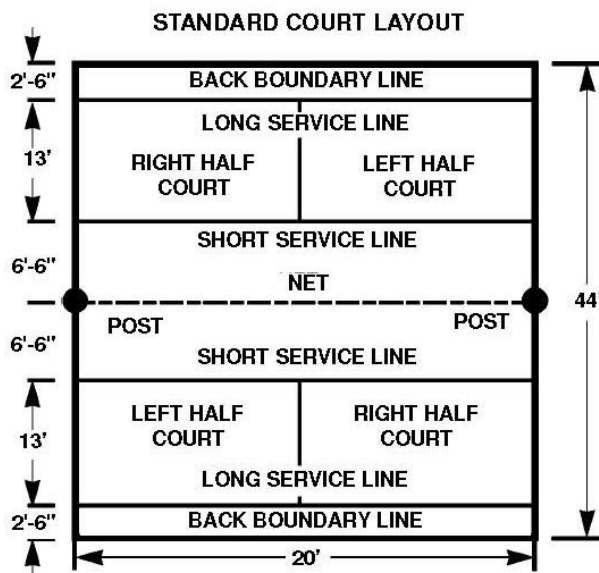
The Game

The game can be played to 15 or 21 points. The best two out of three games wins the match. Teams shall change court ends after each game.

Faults

- If the shuttle is served overhand. The shuttle must be struck at a point not higher than the servers waist.
- If in serving, the shuttle falls into the wrong service court or falls short of the service line or beyond the long service line or outside the side boundary lines.
- If the server or person receiving the service does not serve from within their right or left half court, whichever the case may be.
- If the server or player intentionally distracts, balks or obstructs his opponent.
- If the server in attempting to serve, misses the shuttle.
- If during service or play the shuttle falls outside the boundaries of the court, passes through or under the net or fails to pass over the net.
- If a player reaches over the net and hits the shuttle on their opponents side of the court. However a player may hit the shuttle on their side of the court and follow through on the swing over the net.
- If the shuttle is hit twice in succession by the same player or the shuttle is hit by a player and his teammate successively.

NOTE: It is not a fault if the shuttle hits the net during service or play and goes over the net. If this occurs during the serve it is just re-served.



Horseshoes Game Rules

Horseshoes

2 to 4 players, singles (2) or partners (4)

RULES OF PLAY:

In the course of play, no contestant should walk to the stake prior to the completion of the inning. No shoes should be moved until the points winner has been agreed upon by all contestants, or a decision rendered by a referee.

Contestants that are not pitching should stand behind the opponent.

PLAYING THE GAME:

The game of horseshoes consists of innings, each with 4 pitched horseshoes, 2 by each player. The first player is determined by the toss of a coin, or perhaps by a one-pitch contest where the player who gets closest to the stake goes first. In backyard play, the scoring player or team is often allowed to go first on the following inning.

The first player will pitch both sides and then wait while the other contestant does the same. Again, each player must be careful not to cross the foul line or risk having the thrown shoe deemed a foul and disqualified from scoring.

Both players then move to the stake to determine the point allocation for that inning. Once points have been determined, players pick up their shoes and begin the next inning.

Game length can be limited by either a predetermined number of points or shoes. Official tournament play is either 40 points, or 40 shoes (20 innings). However, in backyard play, it is not uncommon to play to 15 points. In a shoe limit game, the player or team with the highest point total wins. In the case of a tie, a two-inning tie- breaker can be played.

Horseshoes Game Rules

SCORING:

After all four shoes have been thrown in each inning, scoring is determined as follows. To earn points, a shoe must lie within 6" (15.24 cm) from the stake (approximately the distance between the open ends of the shoe). All shoes outside of this area score no points.

Of the shoes within this 6" area around the stake, the closest shoe gets one point. If one player has two shoes closer than any of the opponents', it is worth 2 points.

Leaners are shoes that lean against the stake. They are considered closer than any shoe that is not touching the stake but not closer than Ringers. Leaners are worth 1 point.

Ringers are shoes that completely encircle the stake so that the ends can be touched with a straight edge without touching the stake. Ringers are worth 3 points each. If a player has both a ringer and the closest other shoe it would be worth 4 points.

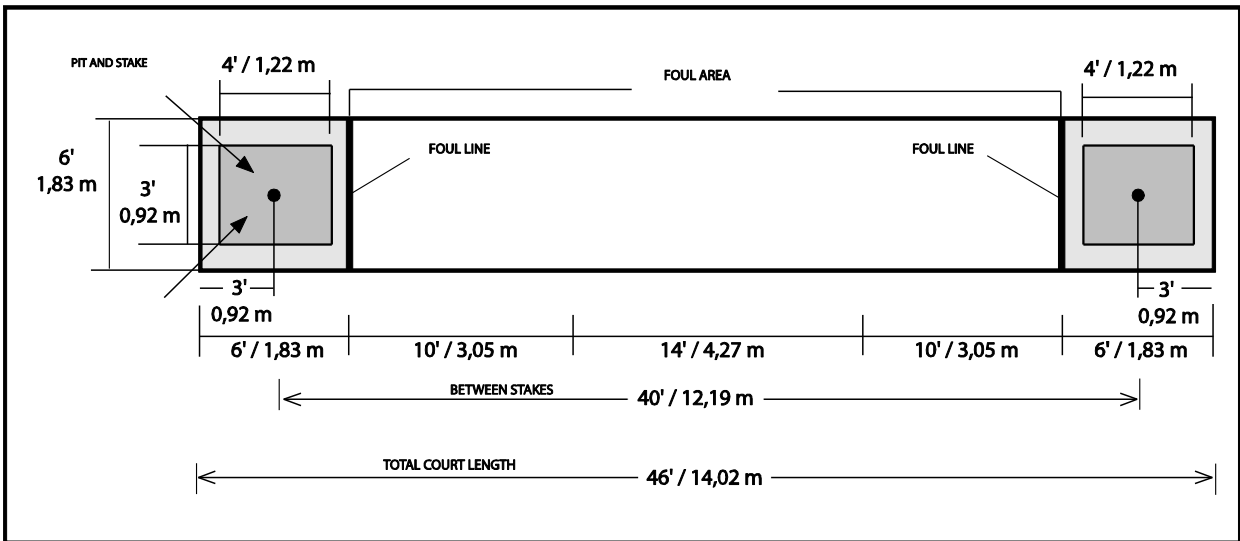
Cancellation Scoring: Any time the shoes of opposing players are equal distance from the stake or of equal value, they cancel each other out and score no points.

The winner of the game is either the first player or team to reach the predetermined point total, or the player with the highest point total after the predetermined number of shoes (or innings).

Horse Shoes Pitching Court

The game can be enjoyed simply by driving two stakes 40' (12.19 m) apart and beginning play.

As your experience and ability increases you may want to construct a formal pitching court . Use the illustration below to layout the Pitching Court. Essentially, a pitching court consists of two sand or clay filled pits 6' x 6' (1.83 m x 1.83 m) in dimension. These pits should be bordered with 2 x 4 or 4 x 4 sections of wood, either staked into the ground or nailed together to make a square. Drive the stakes into the center of each pit, angled slightly toward each other.



NOTE: Stakes should be 14"-15" (35,56 cm - 38,1 cm) above ground level.

Holding the Horseshoes

