



We strive to ensure that our products are of the highest quality and free of manufacturing defects or missing parts. However, if you have any problems with your new product,

DO NOT RETURN IT TO THE STORE,

please contact us toll free @:

1-888-996-2729

FAX: 1-866-873-3535

gameroom@escaladesports.com

Or write to:

Escalade Sports
Customer Service Department
P.O. Box 889
Evansville IN 47706

Please visit our Web site at:

www.escaladesports.com

Please have your model number when inquiring about parts.

When contacting Escalade Sports please provide your model number, date code (if applicable), and part number if requesting a replacement part. These numbers are located on the product, packaging, and in this owners manual.

Your Model Number: **45-6090W**

Date Code: **2-45-6090W- -GR**

Purchase Date: _____

PLEASE RETAIN THIS INSTRUCTION MANUAL FOR FUTURE REFERENCE

**IMPORTANT! READ EACH STEP
IN THIS MANUAL BEFORE YOU
BEGIN THE ASSEMBLY.**

IMPORTANT!

THE DRAWINGS IN THIS
MANUAL MAY BE
EXAGGERATED OR MODIFIED
TO SHOW DETAILS.



TWO (2) ADULTS ARE REQUIRED TO ASSEMBLE THIS PLAYMAKER DOUBLE SHOOTOUT

FEATURING “EZ FRAME ASSEMBLY AND QUICK ATTACH RIMS”.
THESE DESIGNS ARE CUSTOMER FRIENDLY AND WILL GREATLY REDUCE ASSEMBLY TIME.

Tools Needed (not provided):

- T1-Allen Wrench (provided)
- Phillips Screwdriver
- Pliers

IMPORTANT !

Make sure you understand the following tips before you begin to assemble your basketball shootout.

1. This game (with Mechanical Scoring Arm) can be played outdoors in dry weather - but must be stored indoors.
2. Tighten hardware as instructed.
3. Do not over tighten hardware, as you could crush the tubing.
4. Some drawings or images in this manual may not look exactly like your product.
5. **To prevent damage to the electronics or to your wall, do not place this unit any closer than six inches from the wall.**



WARNING:

- 1) Do not mix old and new batteries.
- 2) Do not mix alkaline, standard (carbon zinc), or rechargeable (ni-cad, ni-mh, etc.) batteries.
- 3) Do not dispose of batteries in fire, batteries may explode or leak.



WARNING:

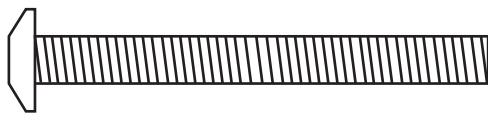
**READ AND FOLLOW ALL ASSEMBLY, OPERATION, AND
SAFETY INSTRUCTIONS CAREFULLY. AT LEAST TWO
ADULTS ARE NEEDED TO PUT THIS BASKETBALL
SHOOTOUT TOGETHER.**

HARDWARE IDENTIFIER

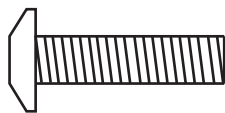
(To Scale)



H1 - M6 x 35mm
Allen Head Bolt
(1 pc)



H2 - M6 x 60mm
Allen Head Bolt
(2 pcs)



H3 - M6 x 25mm
Allen Head Bolt
(8 pcs)



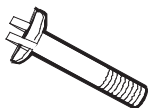
H4 - M6
Flat Washer
(11 pcs)



H5 - M6
Wing Nut
(11 pcs)



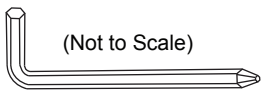
H6 - Plastic Bushing
(2 pcs)



H7 - Wing Bolt
(1 pc)

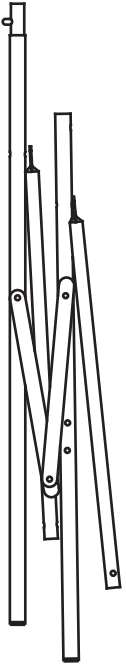


H8 - M6
Lock Washer
(8 pcs)

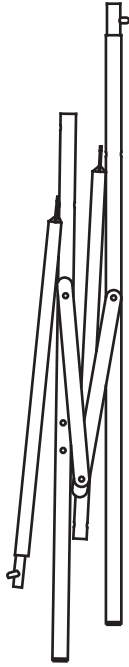


T1 - Allen Wrench
(1 pc)

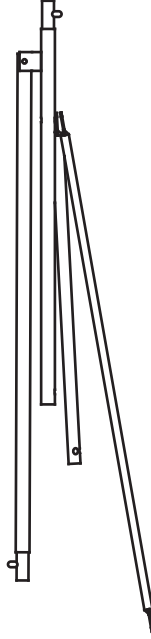
PARTS IDENTIFIER (Not to Scale)



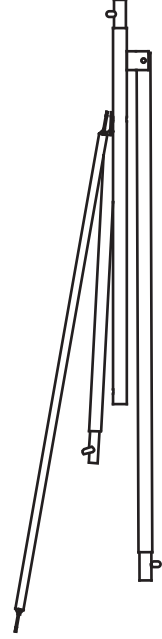
P1 - Left Lower
Tube Assembly
(1 pc)



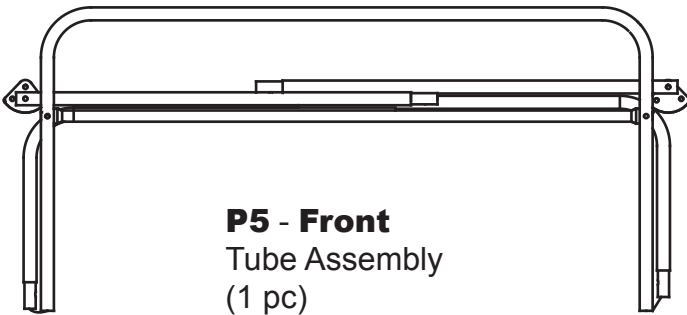
P2 - Right Lower
Tube Assembly
(1 pc)



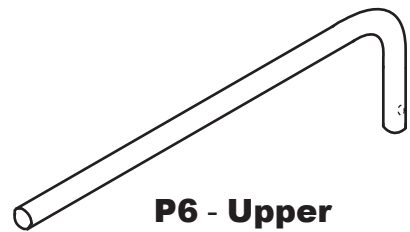
P3 - Left Middle
Tube Assembly
(1 pc)



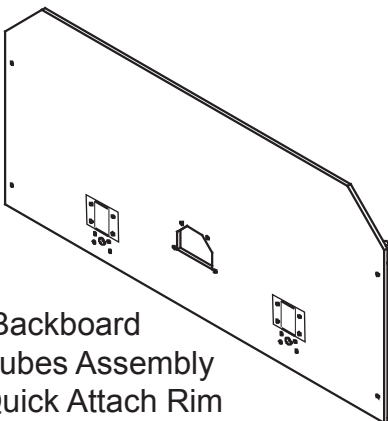
P4 - Right Middle
Tube Assembly
(1 pc)



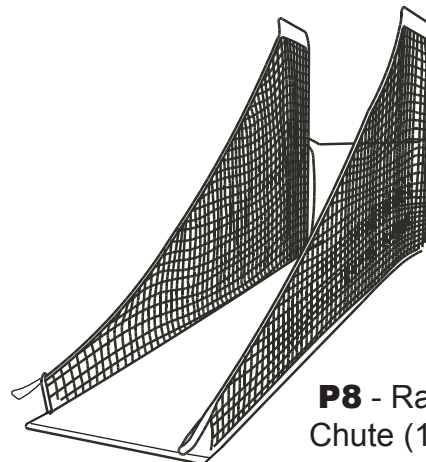
P5 - Front
Tube Assembly
(1 pc)



P6 - Upper
Tube (2 pcs)

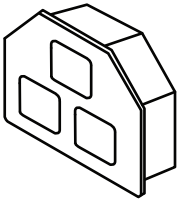


P7 - Backboard
with Tubes Assembly
and Quick Attach Rim
Brackets (1 pc)

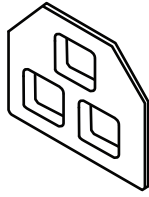


P8 - Ramp
Chute (1 pc)

PARTS IDENTIFIER (Not to Scale)



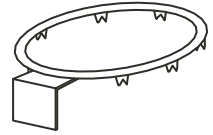
P9 - Electronic Scorer (1 pc)



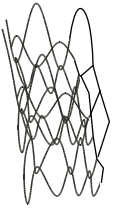
P10 - Electronic Scorer Face Plate (1 pc)



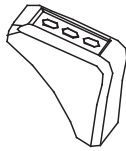
P11 - Mechanical Scoring Arm (2 pcs)



P12 - Rim (2 pcs)



P13 - Rim Net (2 pcs)



P14 - Control Box (1 pc)

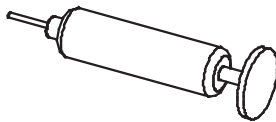


P15 - Locking Pin (2 pcs)

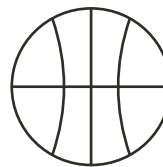


P16 - Scoring Control Box Wire (1 pc)

ACCESSORY IDENTIFIER (Not to Scale)



A1 - Air Pump with Needle (1 pc)



A2 - Basketball (4 pcs)



Remove all the parts from the box and verify that you have all of the listed parts as shown on the Parts List.
NOTE: STEP 1, 2 AND 3 requires a second adult to help “hold” the assemblies as being assembled
NOTE: When unfolding assemblies, be careful not to bend any parts.

PARTS REQUIRED:

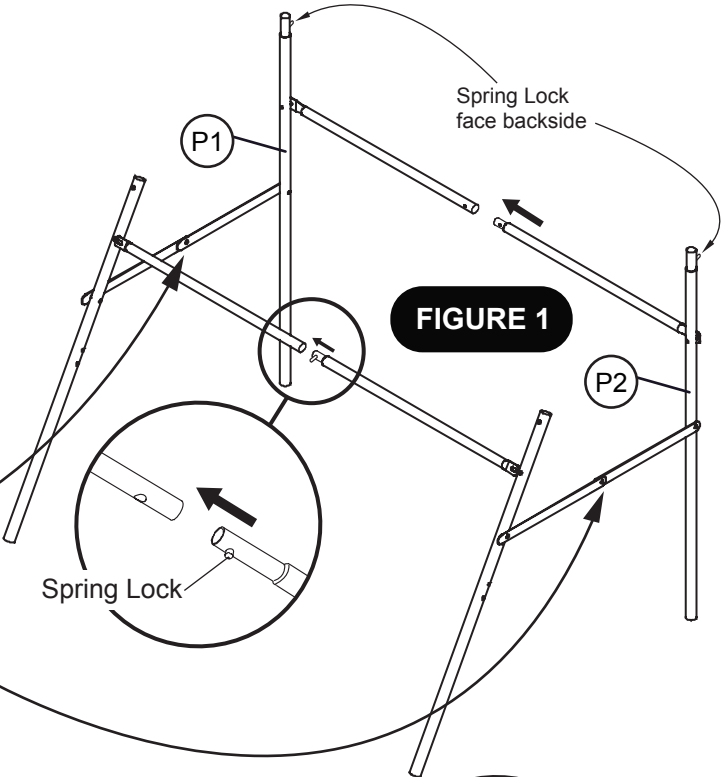
- 1 pc - **P1 Left Lower Tubes Assembly**
- 1 pc - **P2 Right Lower Tubes Assembly**

STEP 1

Connect **P2 - Right** Lower Tubes Assembly to **P1 - Left** Lower Tubes Assembly using Spring Lock as shown in **FIGURE 1**.

NOTE: STEP 1, 2 and 3 requires a second adult to help “hold” the assemblies as being assembled.

WARNING / PINCH HAZARD!
Keep hands and fingers away from hinge until STEP 3 is complete and the hinge is in a controlled position.



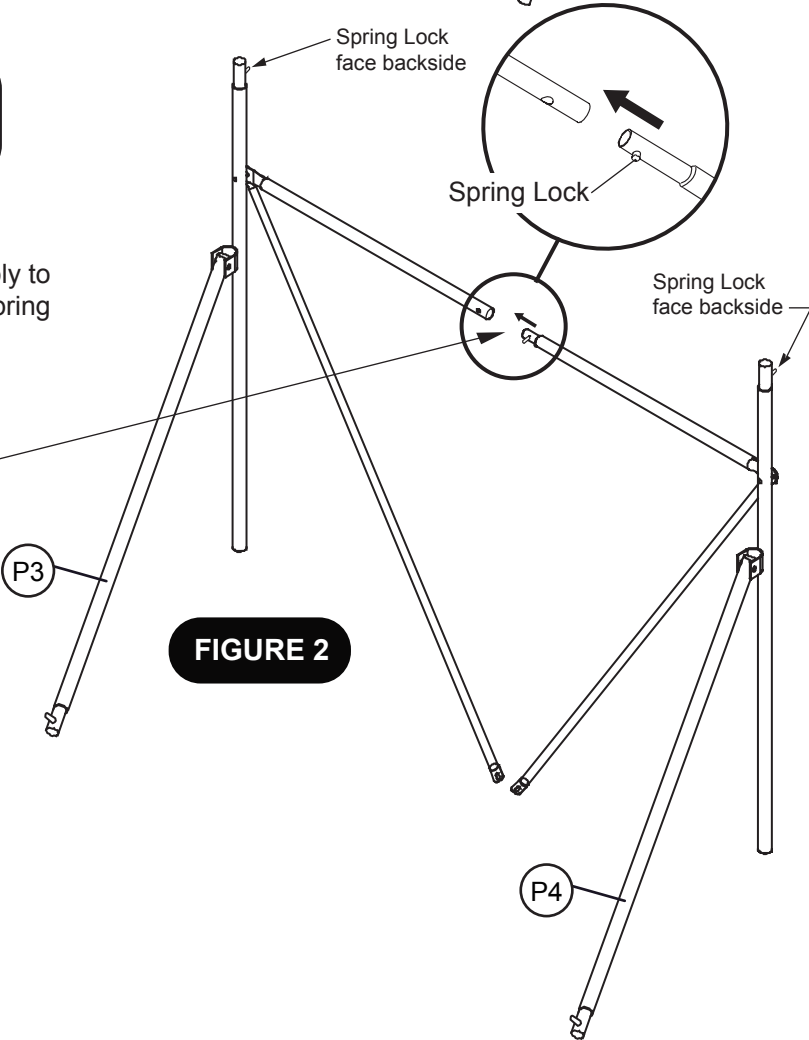
PARTS REQUIRED:

- 1 pc - **P3 Left Middle Tubes Assembly**
- 1 pc - **P4 Right Middle Tubes Assembly**

STEP 2

Connect **P4 - Right** Middle Tubes Assembly to **P3 - Left** Middle Tubes Assembly using Spring Lock as shown in **FIGURE 2**.

NOTE: The only assembly in this step is connecting this spring lock.



PARTS REQUIRED:

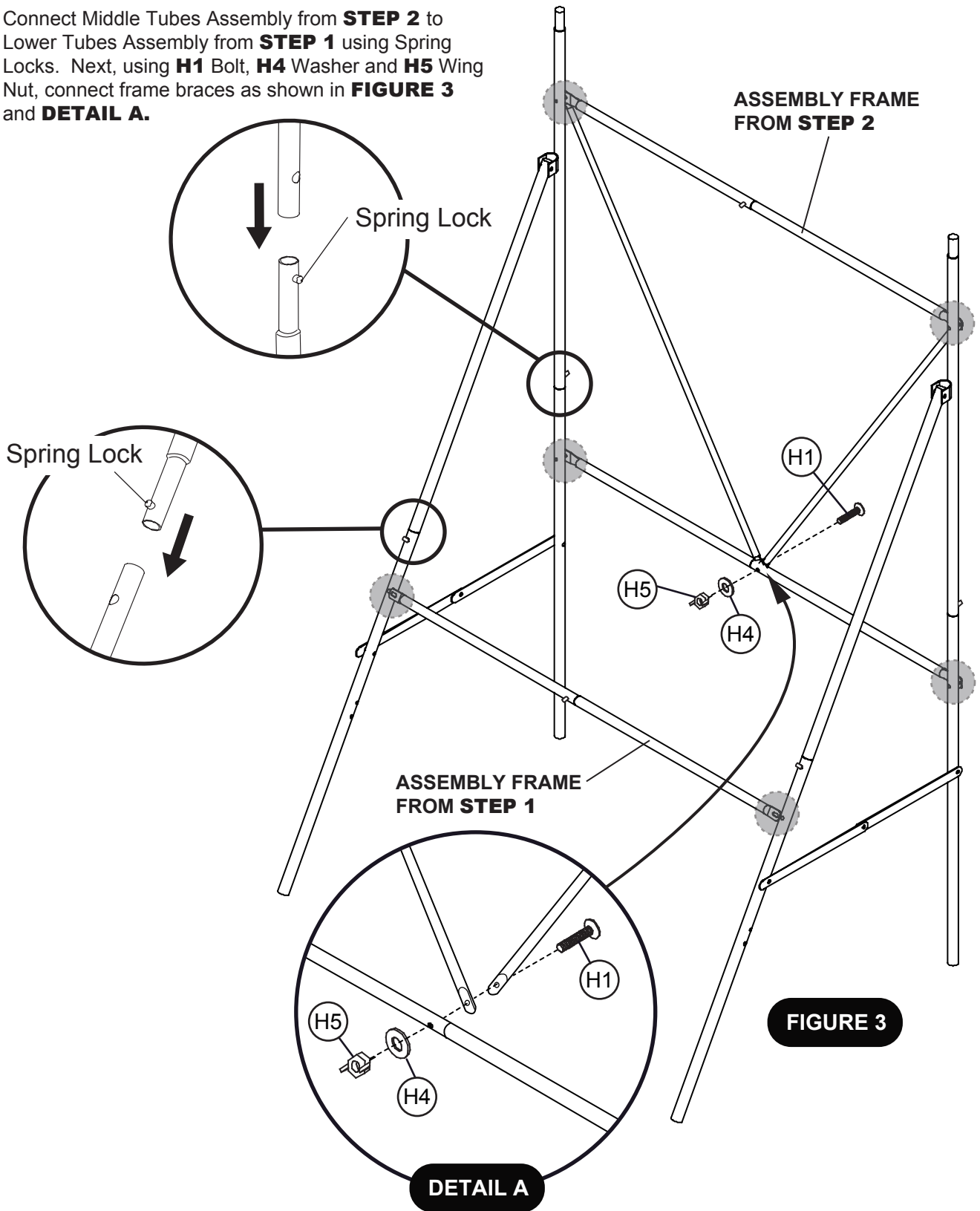
- 1 pc - **H1** M6 x 35 mm Allen Head Bolt
- 1 pc - **H4** Flat Washer
- 1 pc - **H5** Wing Nut



NOTE: Lastly, these six points can now be tightened using a phillips screwdriver or allen wrench (T1) provided and plyers.

STEP 3

Connect Middle Tubes Assembly from **STEP 2** to Lower Tubes Assembly from **STEP 1** using Spring Locks. Next, using **H1** Bolt, **H4** Washer and **H5** Wing Nut, connect frame braces as shown in **FIGURE 3** and **DETAIL A**.



PARTS REQUIRED:

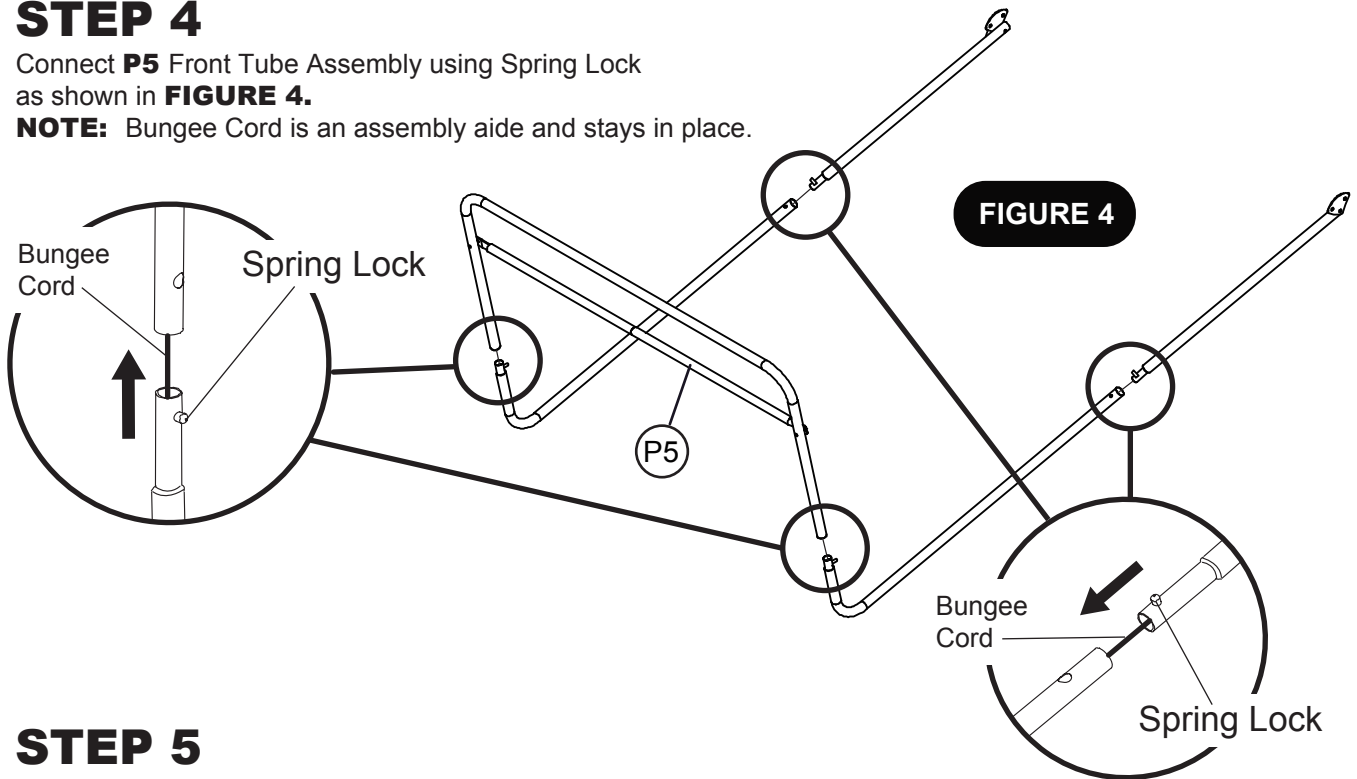
2 pcs - **H2** M6 x 60 mm Allen Head Bolt
2 pcs - **H4** Flat Washer
2 pcs - **H5** Wing Nut

2 pcs - **H6** Plastic Bushing
1 pc - **P5** Front Tube Assembly
2 pcs - **P15** Locking Pin

STEP 4

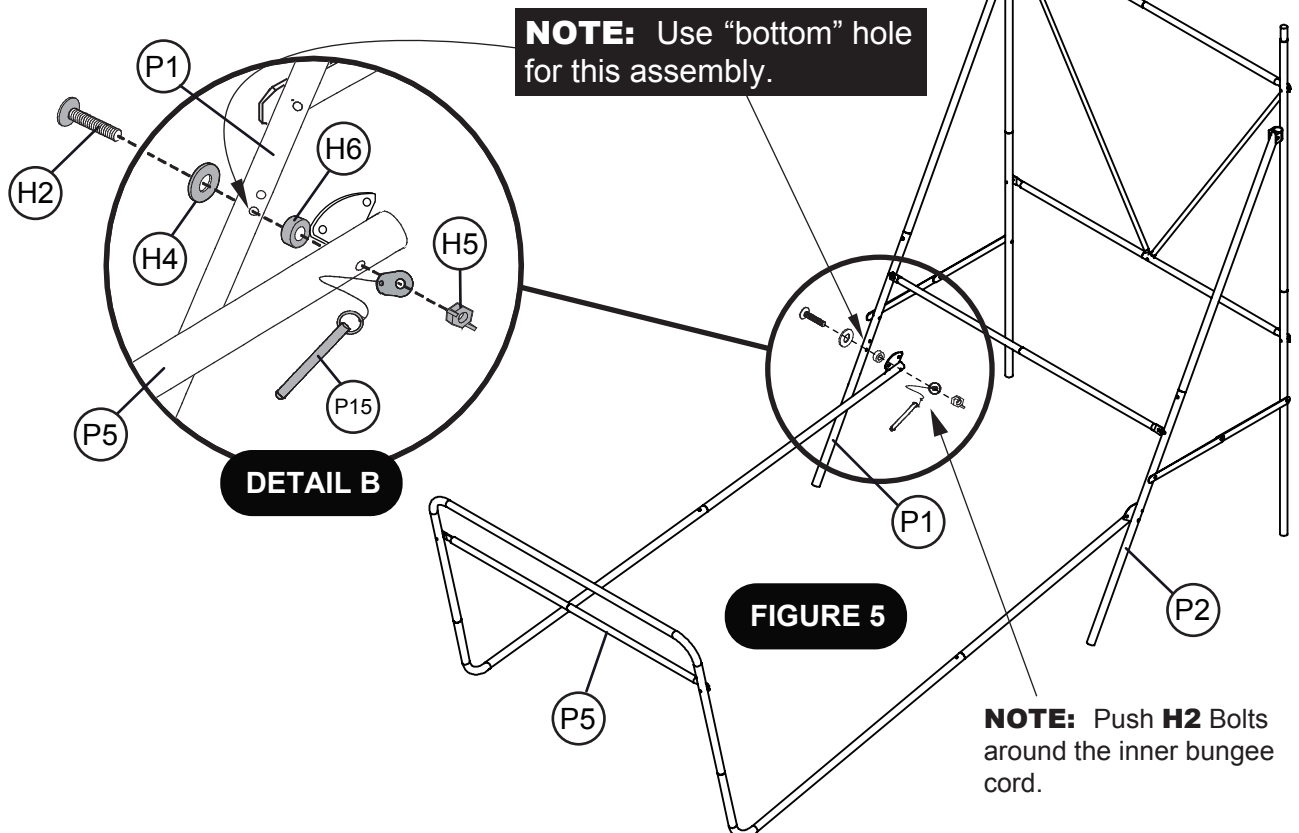
Connect **P5** Front Tube Assembly using Spring Lock as shown in **FIGURE 4**.

NOTE: Bungee Cord is an assembly aide and stays in place.



STEP 5

Connect **P5** Front Tube Assembly to **P1** - **Left** Lower Tube Assembly and **P2** - **Right** Lower Tube Assembly using **H2** Bolts, **H4** Washers, **H6** Bushing and **H5** Wing Nuts as shown in **FIGURE 5** and **DETAIL B**.
Note: This is a pivot point. "Snug" tighten H5 Wing Nuts only. Make sure this assembly pivots freely.



PARTS REQUIRED:

- | | |
|--|---|
| 8 pcs - H3 M6 x 25 mm Allen Head Bolt | 1 pc - P7 Backboard |
| 8 pcs - H4 Flat Washer | 2 pcs - P11 Mechanical Scoring Arm |
| 8 pcs - H5 Wing Nut | 2 pcs - P12 Rim |
| 8 pcs - H8 Lock Washer | 1 pc - T1 Allen Wrench |

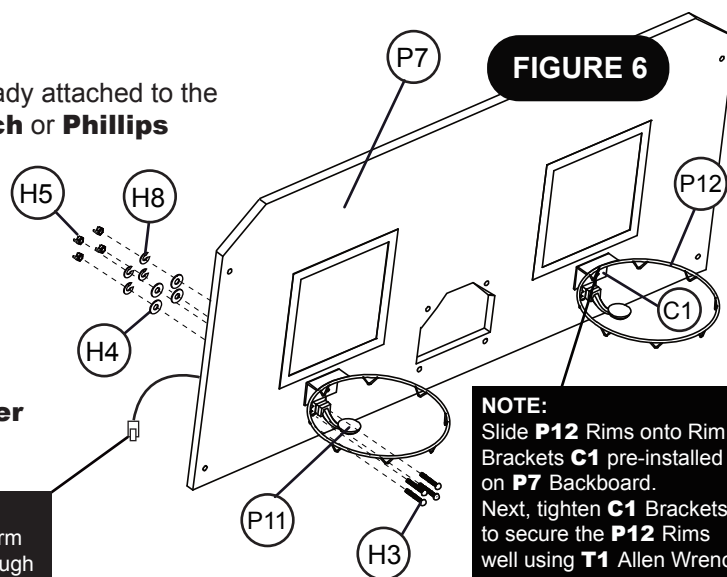
STEP 6

Slide **P12** Rims onto Rim Support Plates that already attached to the front of the **P7** Backboard. Use **T1-Allen Wrench** or **Phillips Screwdriver** and **Pliers (not provided)** to tighten **P12** Rims.

Attach **P11** Mechanical Scoring Arms to **P7** Backboard using **H3** Bolts, **H4** Washers, **H8** Lock Washers and **H5** Wing Nuts as shown in **FIGURE 6**.

Use **T1-Allen Wrench** or **Phillips Screwdriver** and **Pliers (not provided)** to tighten **H3** Bolts.

NOTE:
P11 Mechanical Scoring Arm sensor plug must pass through **P7** Backboard before attaching the scoring arm.



NOTE:
Slide **P12** Rims onto Rim Brackets **C1** pre-installed on **P7** Backboard. Next, tighten **C1** Brackets to secure the **P12** Rims well using **T1** Allen Wrench (provided) or Phillips Screwdriver and Pliers (not provided).

PARTS REQUIRED:

- | |
|--|
| 1 pc - P9 Electronic Scorer |
| 1 pc - P10 Electronic Scorer Face Plate |
| 2 pcs - P13 Rim Net |

STEP 7

Attach **P9** Electronic Scorer and **P10** Electronic Scorer Face Plate to **P7** Backboard as shown in **FIGURE 7**.

NOTE: Place **P10** Electronic Scorer Face Plate into **P7** Backboard first, then carefully “press” **P9** Electronic Scorer onto the four tabs on **P10**. **You should hear the four tabs “snap” into place.**

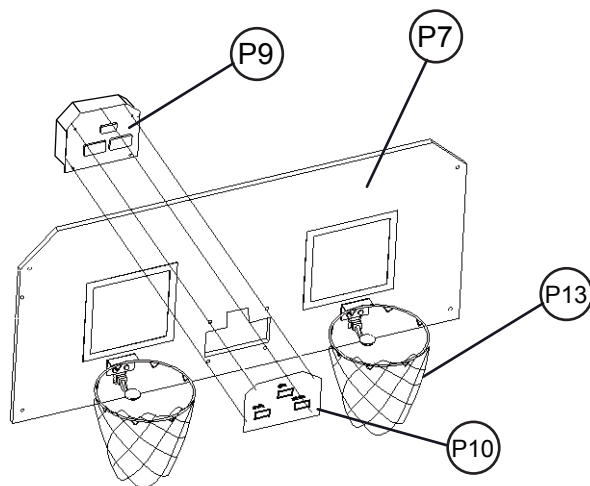
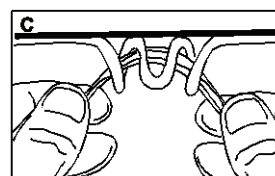
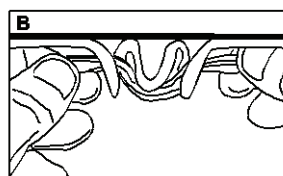
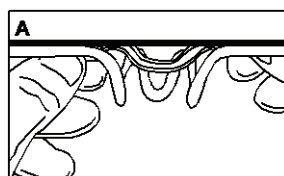


FIGURE 7

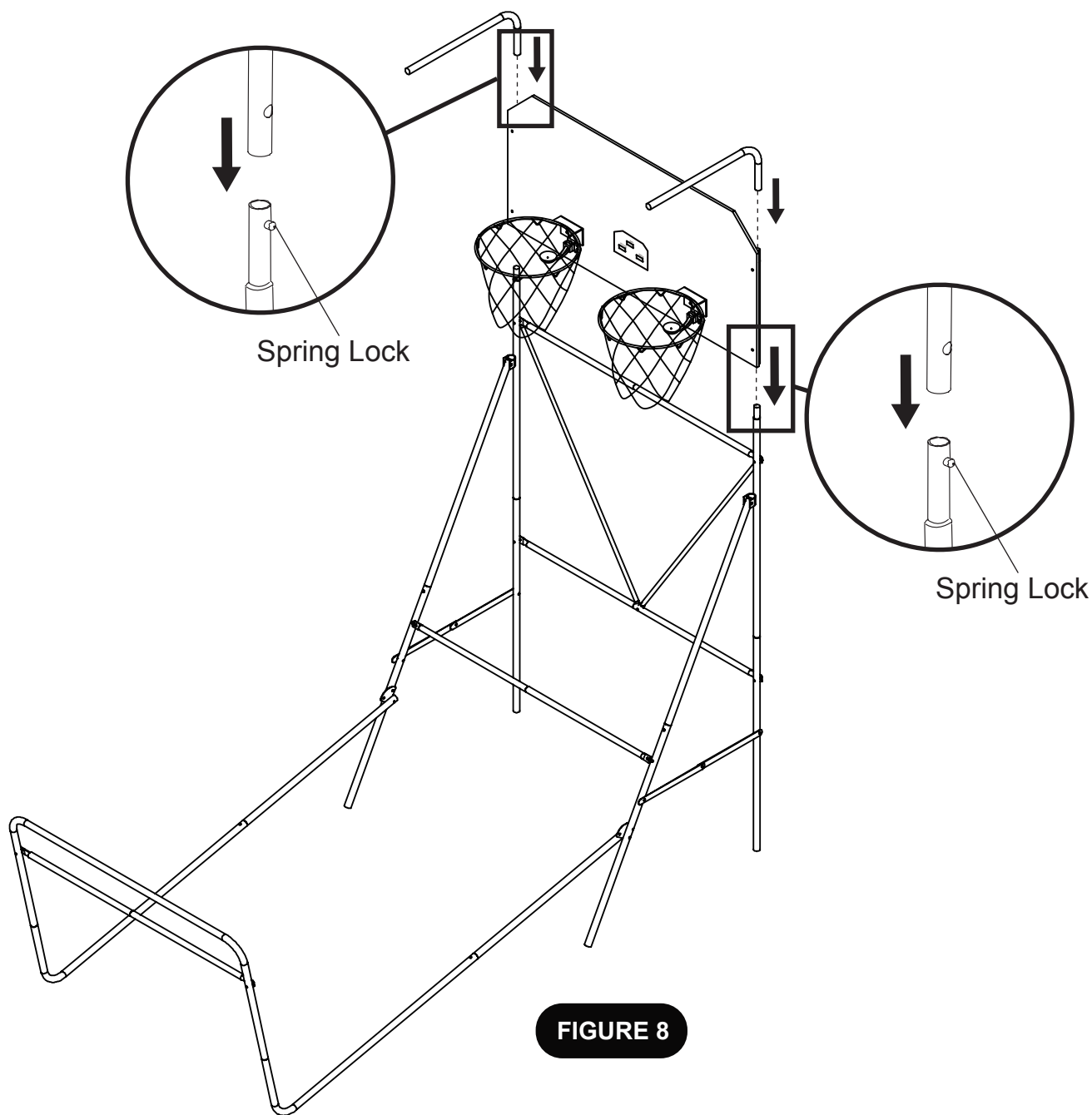


PARTS REQUIRED:
2 pcs - P6 Upper Tube

STEP 8

Attach Backboard assembly from **STEP 7** to Frame assembly from **STEP 5** using Spring Lock as shown in **FIGURE 8**.

Attach **P6** Upper Tubes to **P7** Backboard assembly using Spring Lock as shown in **FIGURE 8**.

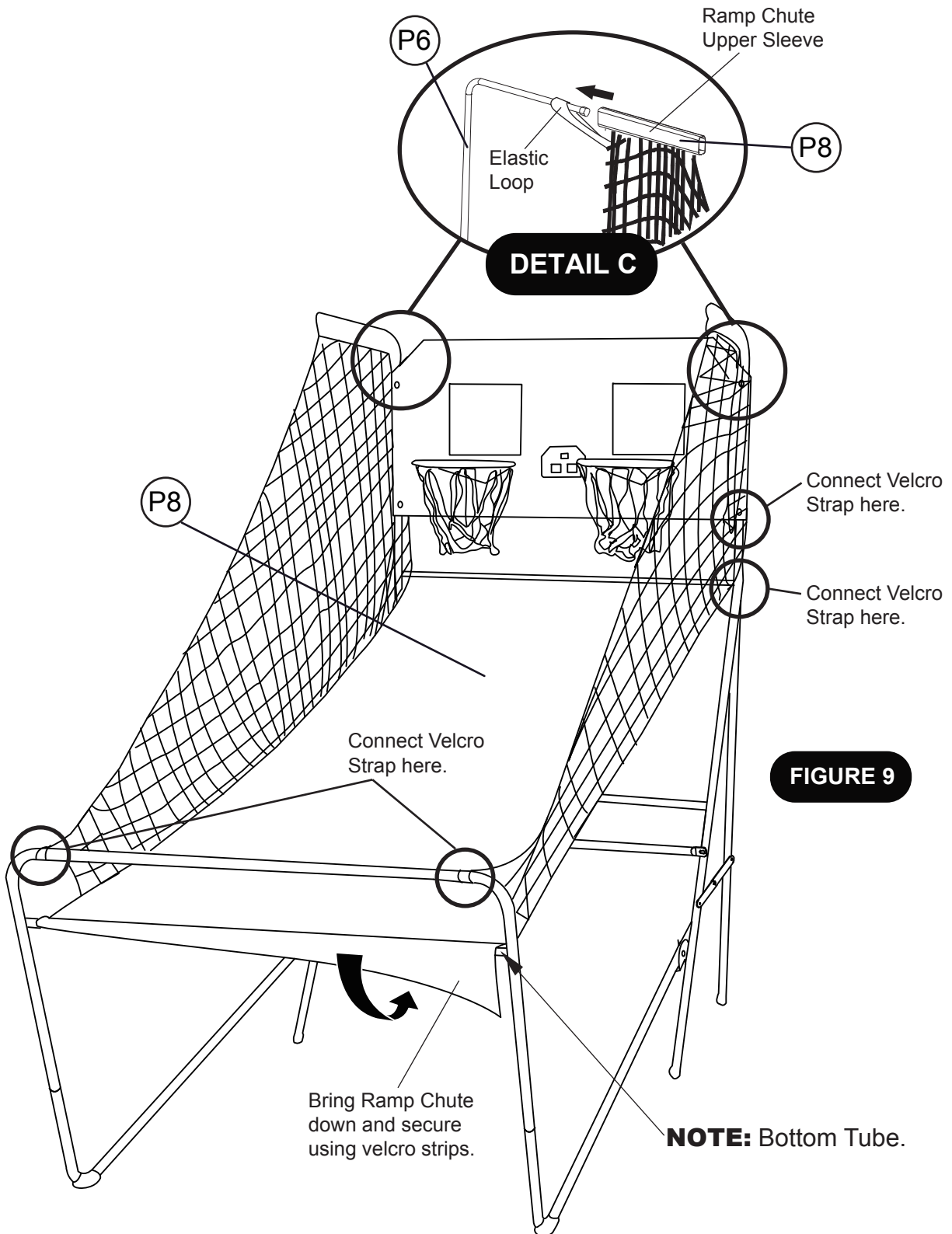


PARTS REQUIRED:
1 pc - **P8** Ramp Chute

STEP 9

Slide elastic loops and the sleeve of **P8** Ramp Chute onto **P6** Upper Tubes as shown in **FIGURE 9** and **DETAIL C**.

At the front of **P8** Ramp Chute, bring the ramp down and secure using velcro strap as shown in **FIGURE 9**. Secure all velcro straps on the shootout as shown in **FIGURE 9**.



PARTS REQUIRED:

- 1 pc - **H7** Wing Nut
- 1 pc - **P14** Control Box
- 1 pc - **P16** Scoring Control Box Wire

STEP 10

Connect **P11** Mechanical Scoring Arm sensor wires to **P9** Electronic Scorer as shown in **FIGURE 10**. Secure Elastic Bands from **P8** Ramp Chute to the back of **P7** Backboard attached Wing Nuts as shown in **FIGURE 10**.

Hook Elastic Loop's over Wing Nuts in six locations as shown in FIGURE 10.

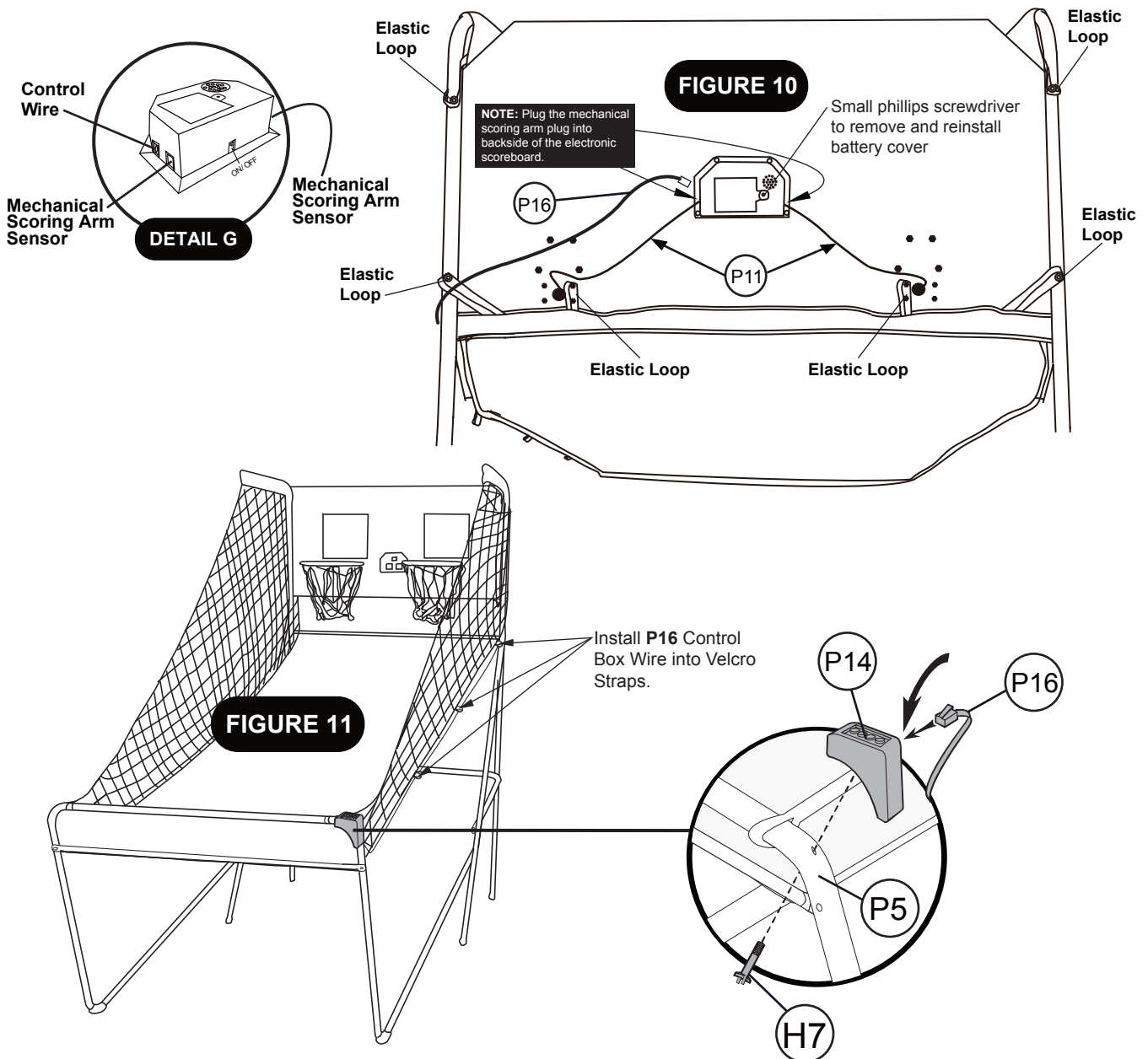
Connect **P16** Scoring Control Box Wire to **P9** Electronic Scorer as shown in **FIGURE 10** and **DETAIL D**.

Now attach **P14** Control Box to the left corner of the front U-Tube **P5** using **H7** Wing Bolt as shown in **FIGURE 11**. Run the rest of **P16** Control Wire through the loops on **P8** Ramp Chute.

Insert 3(three) pieces "AA" batteries at the backside of electronic scoreboard.

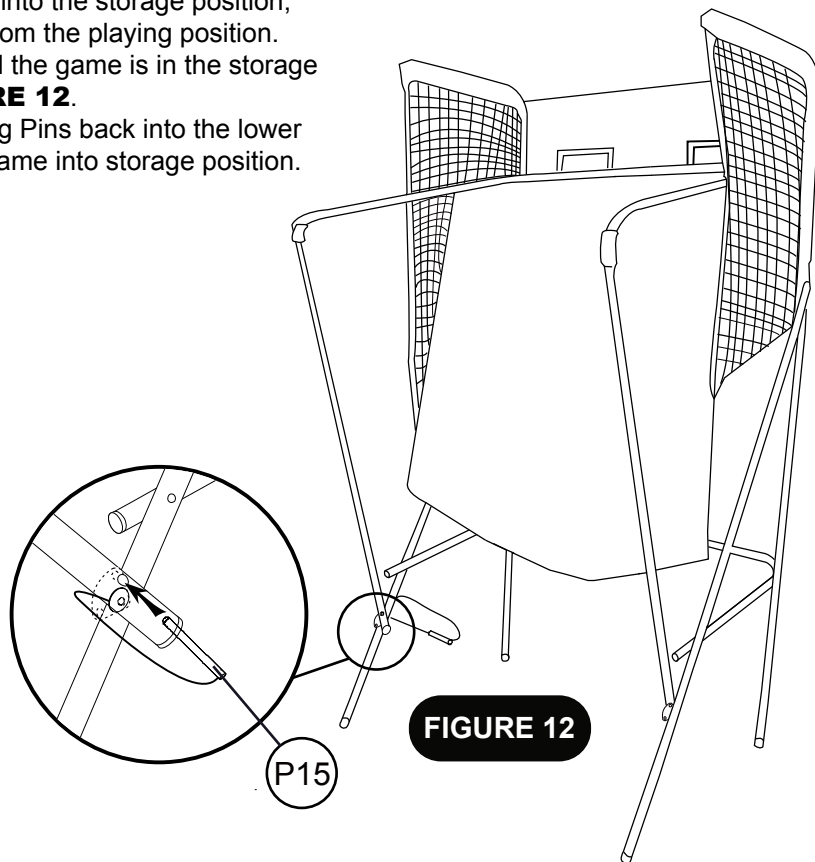
Plug the mechanical scoring arm plug into backside of the electronic scoreboard.

Press on/off button at the bottom backside of the electronic scoreboard to play and stop the game.

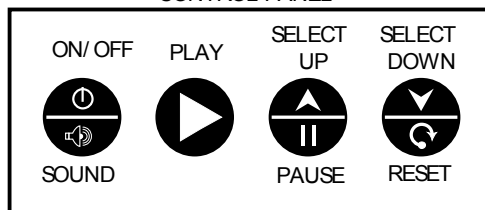


STORAGE POSITION

To fold the basketball game into the storage position, remove **P15** Locking Pins from the playing position. Lift the front ramp chute until the game is in the storage position as shown in **FIGURE 12**. Then, insert the **P15** Locking Pins back into the lower tube to lock the basketball game into storage position.



CONTROL PANEL



CONTROL BOX OPERATION

Press "ON/OFF" to activate the scorer.

Scoreboard "HOME" shows "01" (pre- set game 1).

Press "SELECT UP and DOWN" to select a game.

Press "SELECT UP and DOWN" to enter selected game mode.

Press "SOUND" to switch sound ON/OFF while playing.

Press "PAUSE" to pause or start time counting.

Press and hold the button "ON/OFF" 3 seconds to turn off scorer.

Press and hold the button "RESET" 3 seconds to reset the games.

Note: If no shot is made or no button is pressed in 15 minutes, scorer will be turned off automatically.

**Congratulations! You have now assembled your Double Shootout.
Please note the Care and Use instructions below.**

CARE AND USE OF YOUR SHOOTOUT

1. Product can be used **OUTDOORS** - but must be stored **INDOORS**.
2. **DO NOT** sit, climb or lean on the unit.
3. **DO NOT** drag the unit when moving it, This will damage the legs.
4. **DO NOT** place backside of this product against wall as during play, the backside of product could become damaged or your wall could become damaged.

USE OF YOUR SHOOTOUT

Insert 3(three) pieces “AA” batteries at the backside of electronic scoreboard.

Plug the mechanical scoring arm plug into backside of the electronic scoreboard.

Press on/off button at the bottom backside of the electronic scoreboard to play and stop the game.

PRODUCT PARTS LIST

45-6090

KEY	PARTS	DESCRIPTIONS	QTY
H1	45-6090GRH1	M6 x 35 mm Allen Head Bolt	1
H2	45-6090GRH2	M6 x 60 mm Allen Head Bolt	2
H3	45-6090GRH3	M6 x 25 mm Allen Head Bolt	8
H4	45-6090GRH4	M6 Flat Washer	11
H5	45-6090GRH5	M6 Wing Nut	11
H6	45-6090GRH6	Plastic Bushing	2
H7	45-6090GRH7	Wing Bolt	1
H8	45-6090GRH8	Lock Washer	8
T1	45-6090GRT1	Allen Wrench	1
P1	45-6090GRP1	Left Lower Tube Assembly	1
P2	45-6090GRP2	Right Lower Tube Assembly	1
P3	45-6090GRP3	Left Middle Tube Assembly	1
P4	45-6090GRP4	Right Middle Tube Assembly	1
P5	45-6090GRP5	Front Tube Assembly	1
P6	45-6090GRP6	Upper Tube	2
P7	45-6090GRP7	Backboard with Tubes Assembly + Quick Attach Rim Brackets	1
P8	45-6090GRP8	Ramp Chute	1
P9	45-6090GRP9	Electronic Scorer	1
P10	45-6090GRP10	Electronic Scorer Face Plate	1
P11	45-6090GRP11	Mechanical Scoring Arm	2
P12	45-6090GRP12	Rim	2
P13	45-6090GRP13	Rim Net	2
P14	45-6090GRP14	Control Box	1
P15	45-6090GRP15	Locking Pin	2
P16	45-6090GRP16	Scoring Control Box Wire	1
C1	45-6090GRC1	Rim Bracket (Pre-installed)	2
A1	45-6090GRA1	Air Pump with Needle	1
A2	45-6090GRA2	Basketball	4
K1	45-6090GRK1	Hardware Kit	1
M1	45-6090GRM1	Owner's Manual	1

Trouble Shooting:

Game won't turn on

1. Make sure switch on scorer is in the on position.
2. Make sure switch mechanical scoring arm wires are in the home and visitor slots on the scorer.
3. Make sure the control box wire is in the control slot on the scorer.
4. Press/hold down the on/off bottom on the scorer for 2 seconds to turn game on.

Game shuts off during play

1. Check the batteries. Make sure they are new batteries.
2. The batteries might be loose causing the game to shut off. Take off the battery cover on the scorer. Take a piece of paper, fold it so it fits over the batteries. Put the battery cover back on. This should better secure the batteries and prevent them from being moving in any way.

Game Options

Beat the time Clock

Press "PLAY" to enter game 1.
Press "UP/Down" to select single/multiple players (P1/P2/P3/P4).
Press "PLAY" after the number of player is selected.
Press "UP/Down" to select playing time, 30/45/60 seconds.
Press "PLAY" to begin the game.
Scoreboard "HOME" shows Player 1, 3; Scoreboard "VISITOR" shows Player 2, 4.
All shots worth 2 points until last 10 seconds, each score counts 3 points.
Countdown 5 seconds to next player's turn when one player finishes game.
Player with more points scored wins (LED will flash on player with higher score).
Press "PLAY" to restart this game.

3 Point Beat the Time Clock

Press "PLAY" to enter game 2.
Press "UP/Down" to select single/multiple players (P1/P2/P3/P4).
Press "PLAY" after the number of player is selected.
Press "UP/Down" to select playing time, 30/45/60 seconds.
Press "PLAY" to begin the game.
Scoreboard "HOME" shows Player 1, 3; Scoreboard "VISITOR" shows Player 2, 4.
All shots made count 3 points.
Countdown 5 seconds to next player's turn when one player finishes game.
Player with more points scored wins (LED will flash on player with higher score).
Press "PLAY" to restart this game.

Battle Back

Press "PLAY" to enter game 3.
Press "UP/Down" to select playing time, 30/45/60 seconds.
Press "PLAY" to begin the game.
Shot made in "HOME" frame, +2 points scored display on "HOME" board and -2 points for "VISITOR".
Shot made in "VISITOR" frame, +2 points scored display on "VISITOR" board and -2 points for "HOME".
Once a player scores 10 points who wins and game is finished.
Press "PLAY" to restart this game.

Horse

Press "PLAY" to enter game. Press "UP/Down" to select multiple players (P2/P3/P4).

Press "PLAY" after the number of player is selected.

Player has to make a shot in 2 seconds.

First player is allowed to shoot at any hoop (Home or VISITOR). If first player scores in 2 seconds, no letter is given. Game continues for next player. Scoreboard will display "next player(P2P3/P4)" and LED will flash twice in a second. After flash, next player has to duplicate the shot in the same hoop selected by first player.

If player can't score in 2 seconds, player receives the first letter "H" which will display on scoreboard. Game remains for the same player until the player scores. If player keeps missing, player receives "O" followed by "R", "S", "E". The letter "E" is given, the player is out.

The first player to spell "horse" loses. Players stay in repeat step d.e.f. till game is finished.

The last player to spell "horse" wins. Press "PLAY" to restart this game.

Check Point

Press "PLAY" to enter game 5. Press "UP/Down" to select single/multiple players (P1/P2/P3/P4).

Press "PLAY" to begin the game.

"HOME" displays "player", "VISITOR" displays "24" points, pre-set 40 seconds playing time.

Points scored will display on scoreboard "HOME"

Before time is out, once 24/52/68/86 points is scored, playing time increases 10/20/10/20 seconds respectively.

Countdown 5 seconds to next player's turn when one player finishes game.

Player with more points scored wins (LED will flash on player with higher score).

Game is finished when a player scores 99 points. Press "PLAY" to restart this game

Around the World

Use tape to mark the shooting lines. Press "PLAY" to enter game 6.

Press "UP/Down" to select single/multiple players (P1/P2/P3/P4).

Press "PLAY" after the number of player is selected.

Scoreboard "HOME" displays Player 1/2/3/4, "VISITOR" displays scored points.

Once score comes to 10 points or time comes to 99 seconds countdown 5 seconds to next player's turn when one player finishes game.

Player who finishes the game first wins (LED will flash on winner). Press "PLAY" to restart this game.

Left and Right shoot

Press "PLAY" to enter game 7. Press "UP/Down" to select single/multiple players (P1/P2/P3/P4).

Press "PLAY" after the number of player is selected.

Press "UP/Down" to select playing time, 30/45/60 seconds.

Press "PLAY" to begin the game.

Scoreboard "HOME" displays Player, "VISITOR" displays points.

Make a shot in "HOME" frame when LED is flashing on "HOME", 2 points scored display on "HOME".

Make a shot in "VISITOR" frame when LED is flashing on "VISITOR", 2 points scored display on "VISITOR".

Countdown 5 seconds to next player's turn when one player finishes game.

Player with more points scored wins (LED will flash on player with higher score). Press "PLAY" to restart this game.

One to One

Press "PLAY" to enter game 8. Press "UP/Down" to select playing time, 30/45/60 seconds.

Press "PLAY" to begin the game.

Shot made in "HOME" frame, 2 points scored for "HOME", all shots count 3 points in last 10 seconds.

Shot made in "VISITOR" frame, 2 points scored for "VISITOR", all shots count 3 points in last 10 seconds.

Player with more points scored wins when time is out.

Press "PLAY" to restart this game.

This device complies with the part 15 of the FCC rules. Operation is subject to the following two conditions :

(1) This device may not cause harmful interference.

(2) This device must accept any interference received, including interference that may cause undesired operation.

90 DAY LIMITED WARRANTY

This consumer warranty extends to the original consumer purchase of any ESCALADESPORTS Product (hereinafter referred as the "Product").

WARRANTY DURATION: This Product is warranted to the original consumer purchase of a period of 90 days from the original purchase.

WARRANTY COVERAGE: ESCALADE SPORTS warrants to the original Consumer Purchaser that any Product of its manufacture is free from defects in material and workmanship when used for the intended purpose under normal use and conditions. THIS WARRANTY IS VOID IF THE PRODUCT HAS BEEN DAMAGED BY ACCIDENT, UNREASONABLE USE, NEGLIGENCE, IMPROPER SERVICE, FAILURE TO FOLLOW INSTRUCTIONS PROVIDED WITH THE PRODUCT OR OTHER CAUSES NOT ARISING OUT OF DEFECTS IN MATERIAL AND WORKMANSHIP.

WARRANTY PERFORMANCE: During the above 90 day warranty period, ESCALADESPORTS shall repair or replace with a comparable model, and Product, or component thereof, which may prove defective under normal use and proper care, and which our examination shall disclose to our satisfaction to be thus defective, please contact our Warranty Dept.

1-888-996-2729 / Warranty Dept.

Or Write us at:

Escalade® Sports, Inc. - P.O. Box 889, Evansville, IN 47706

Attn: Warranty Dept.

Or E-mail us at:

gameroom@escaladesports.com

Other than shipping requirements no charge will be made for such repair or replacement of in-warranty Products. ESCALADE SPORTS strongly recommends that the Product is insured for value prior to mailing.

WARRANTY DISCLAIMERS: ANY IMPLIED WARRANTIES ARISING OUT OF THIS SALE, INCLUDING BUT NOT LIMITED TO THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED IN DURATION TO THE ABOVE 90 DAY PERIOD. ESCALADE SPORTS SHALL NOT BE LIABLE FOR LOSS OF USE OF THE PRODUCT OR OTHER CONSEQUENTIAL OR INCIDENTAL COSTS, EXPENSES OR DAMAGES INCURRED BY THE CONSUMER OF ANY OTHER USE.

Some states do not allow the exclusion or limitation of implied warranties or consequential or incidental damages, so the above limitations or exclusions may not apply to you.

LEGAL REMEDIES: This warranty gives you specific legal rights and you may also have other rights which may vary from state to state.