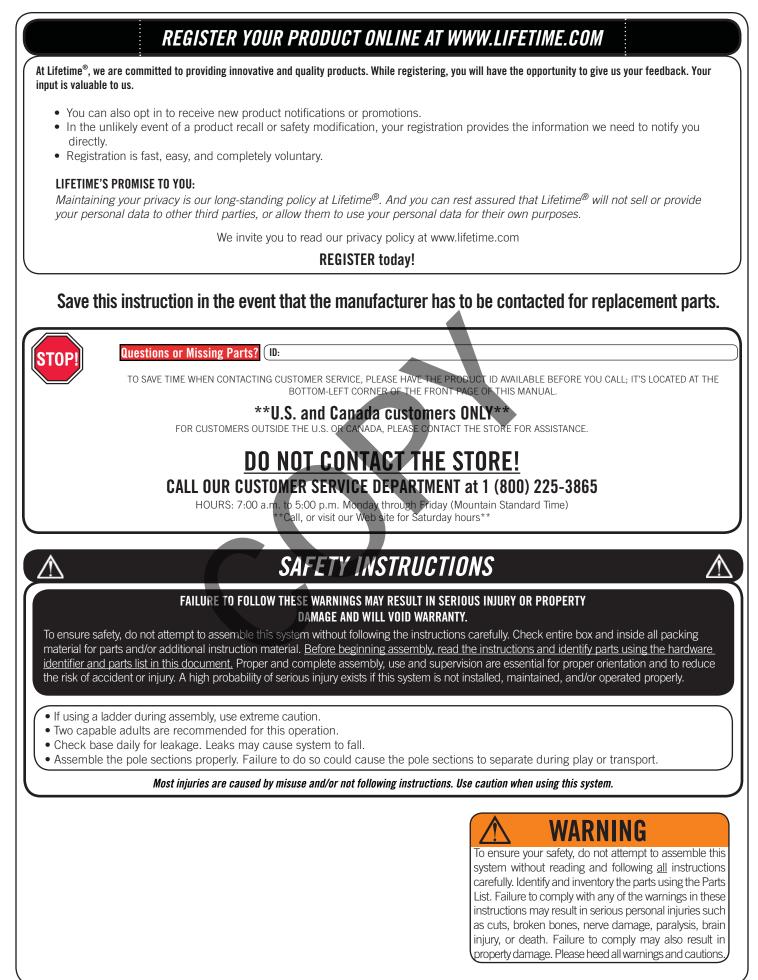


MODEL N° 90029 *OWNER'S MANUAL*

Keep this Identification Number in case you must contact our Customer Service Department.

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ASSEMBLY GUIDES

Refer to the following areas throughout the instructions to assist in the assembly process:

This area is located at the top, left-hand corner of the page and indicates which tools and hardware are needed to complete the assembly steps on a page.

7 ~C	TOOLS AND HARDWARE REQUIRED FOR THIS PAGE
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This area is located at the top, right-hand corner of the page and shows an image of the product with shaded parts indicating which section is being assembled.

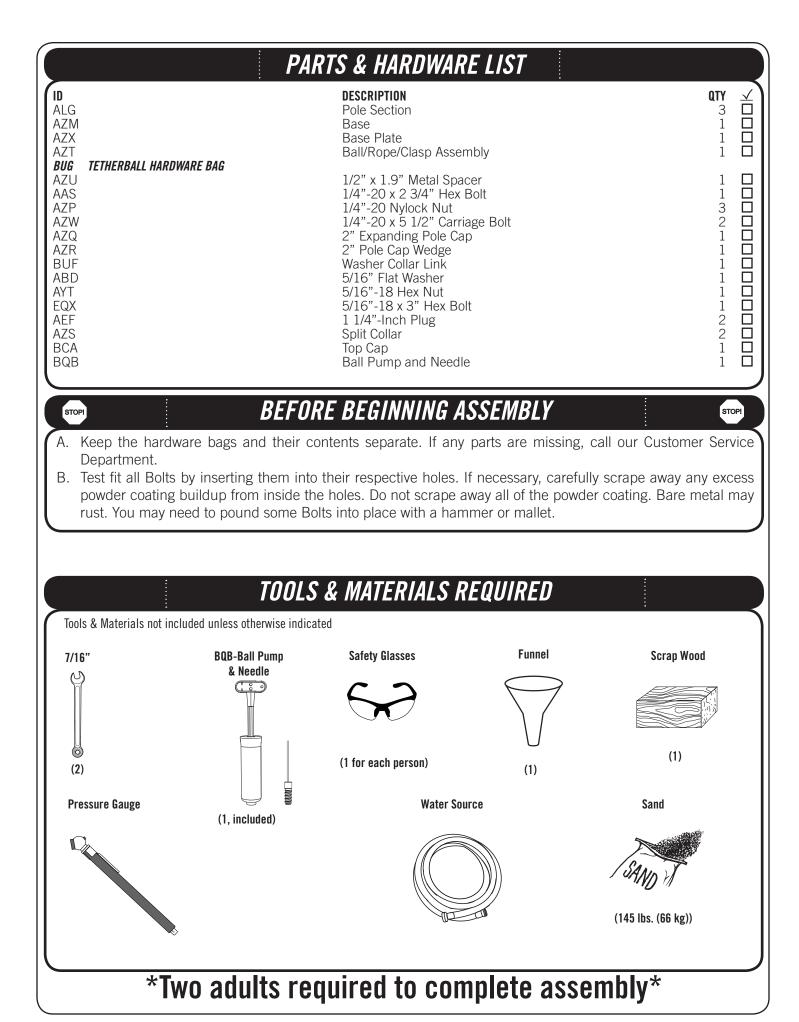


This area is usually located in the bottom, left-hand corner of a step and indicates that special attention is needed to perform a particular part of a step.



These areas are usually located in the bottom, right-hand corner of a step and indicate that damage to the product or serious injury may occur if the caution or warning is not heeded.

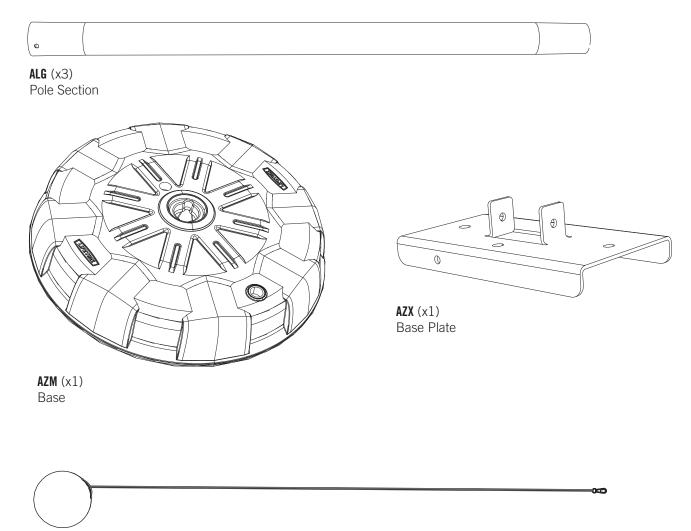




PARTS IDENTIFIER

MISCELLANEOUS PARTS

Parts not shown to scale

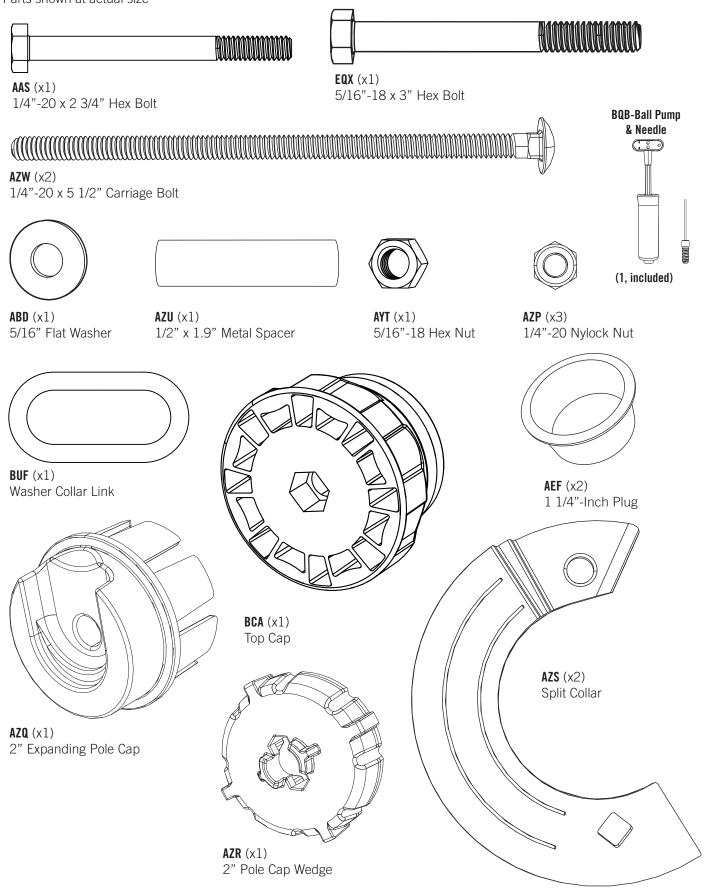


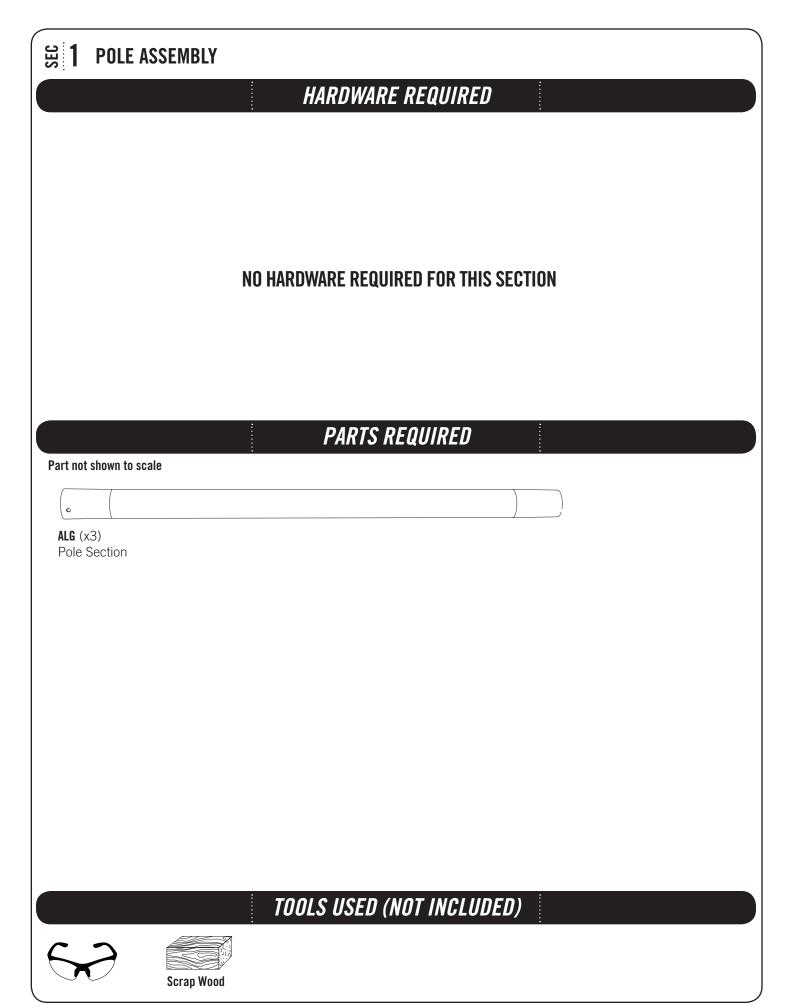
AZT (x1) Ball/Rope/Clasp Assembly

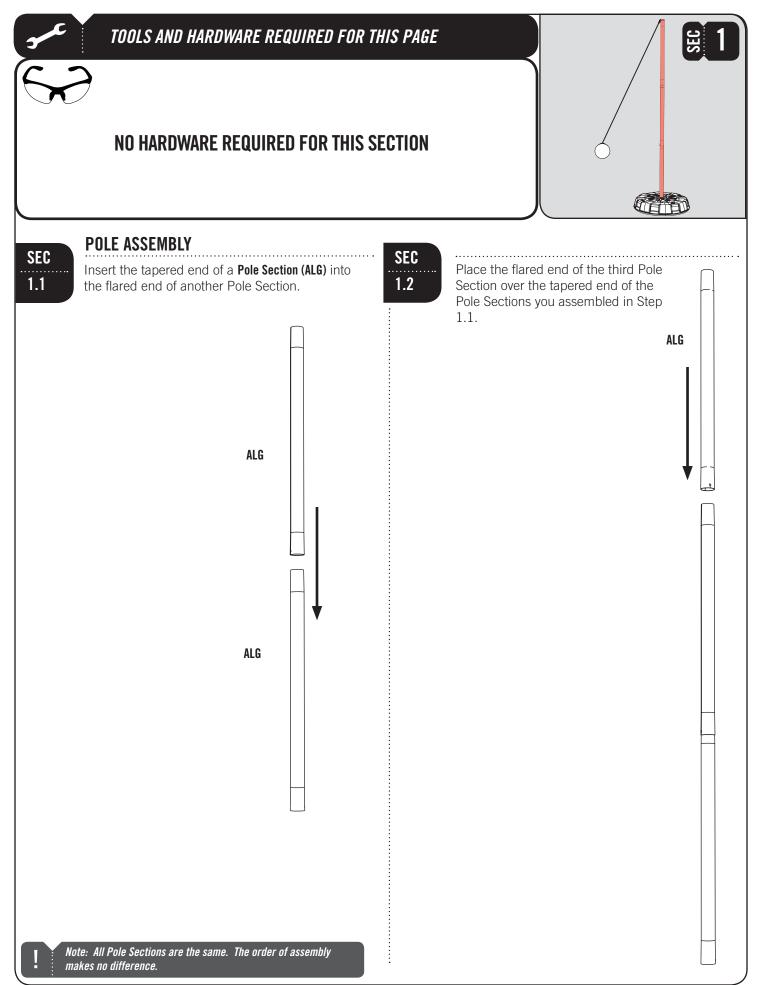
HARDWARE IDENTIFIER

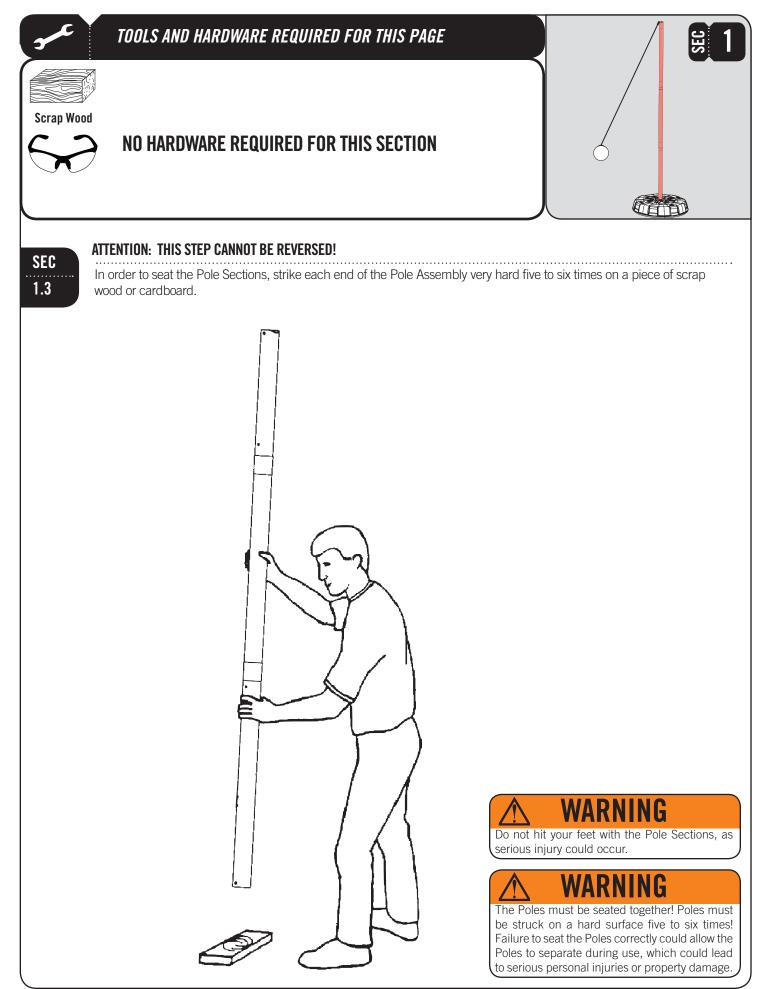
TETHERBALL HARDWARE BAG - [*BUG*]

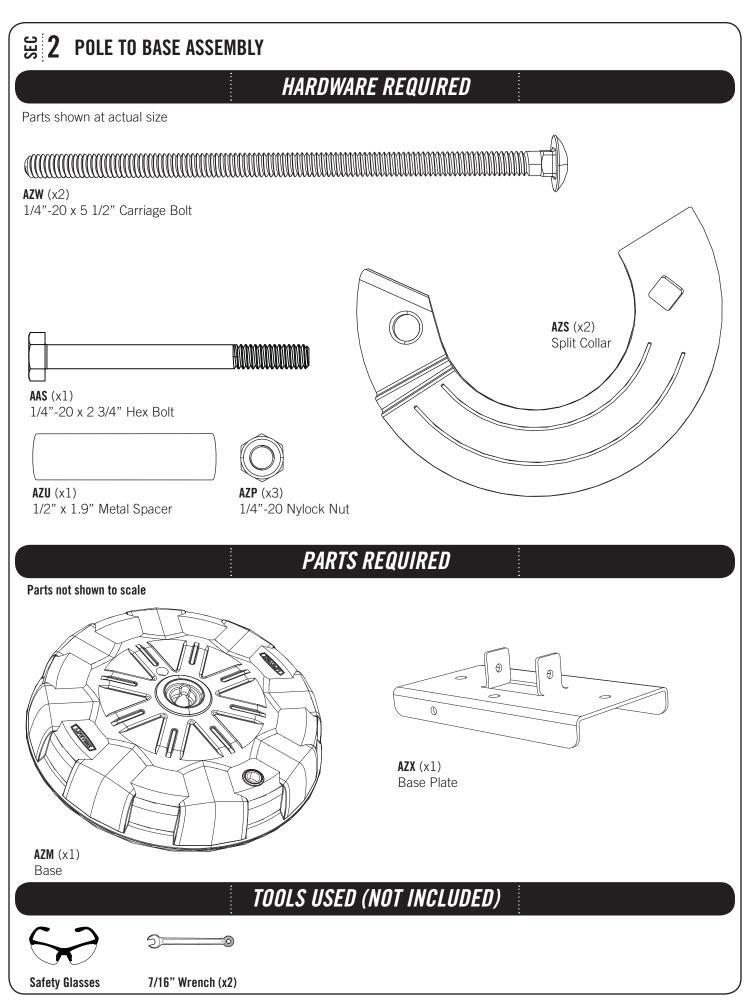
Parts shown at actual size

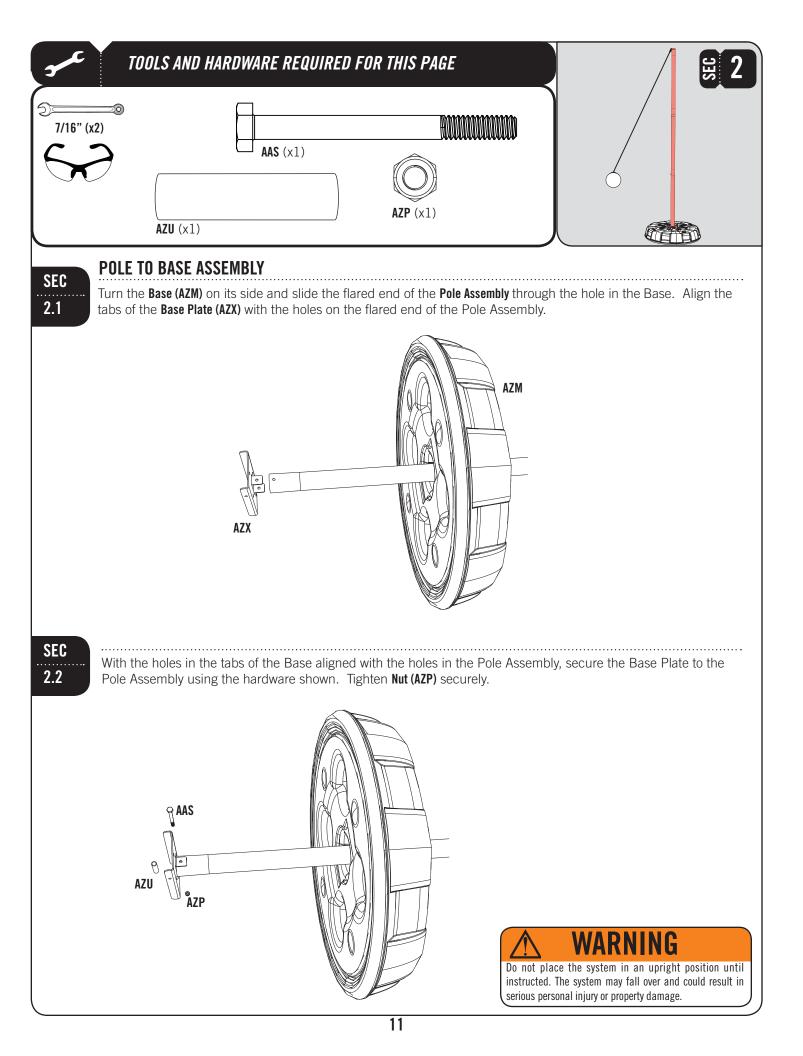


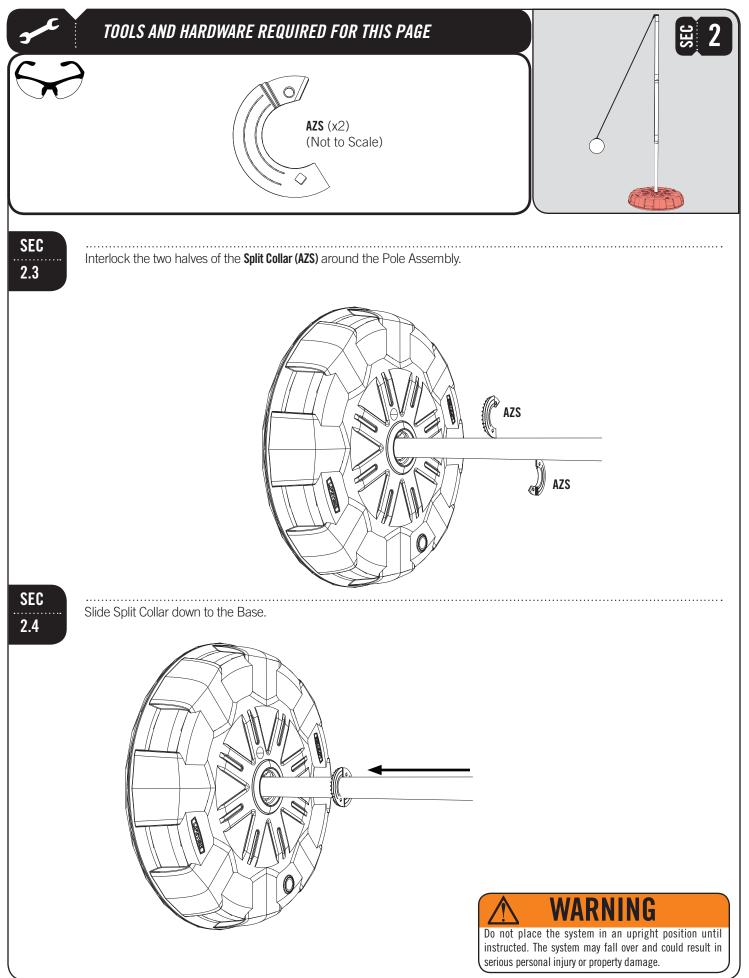


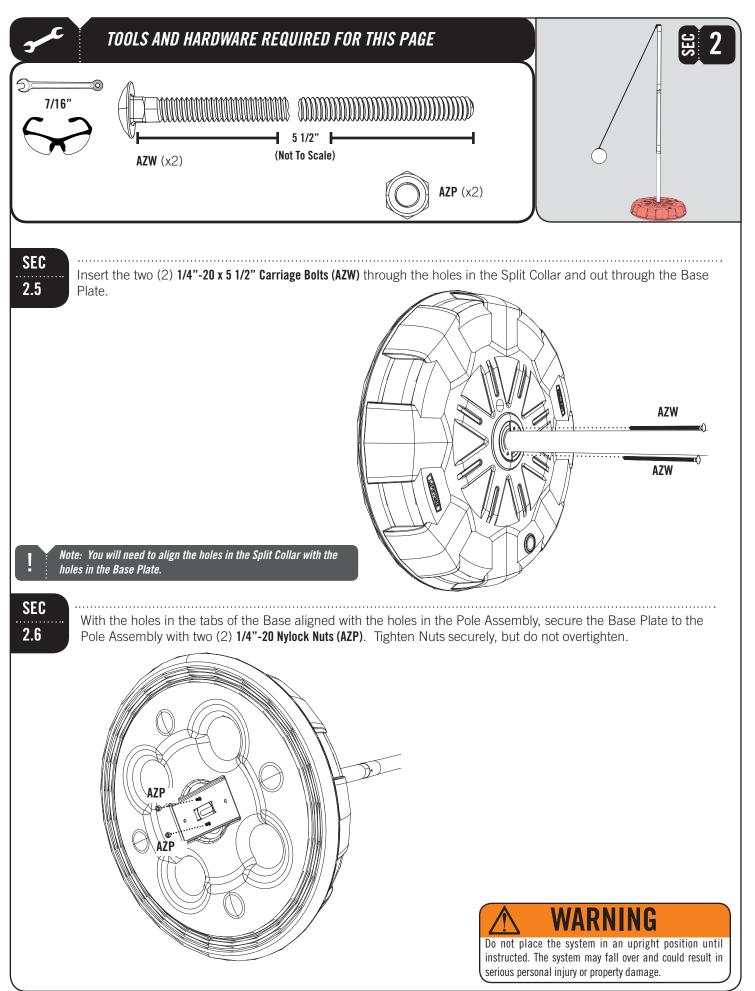


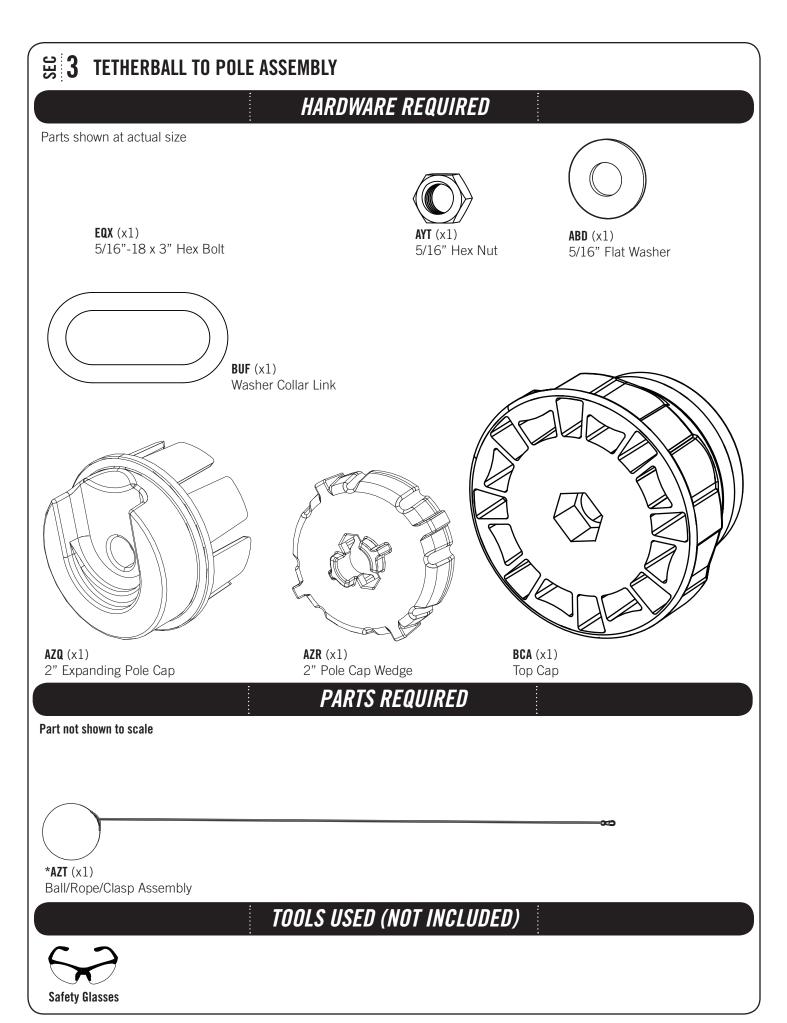


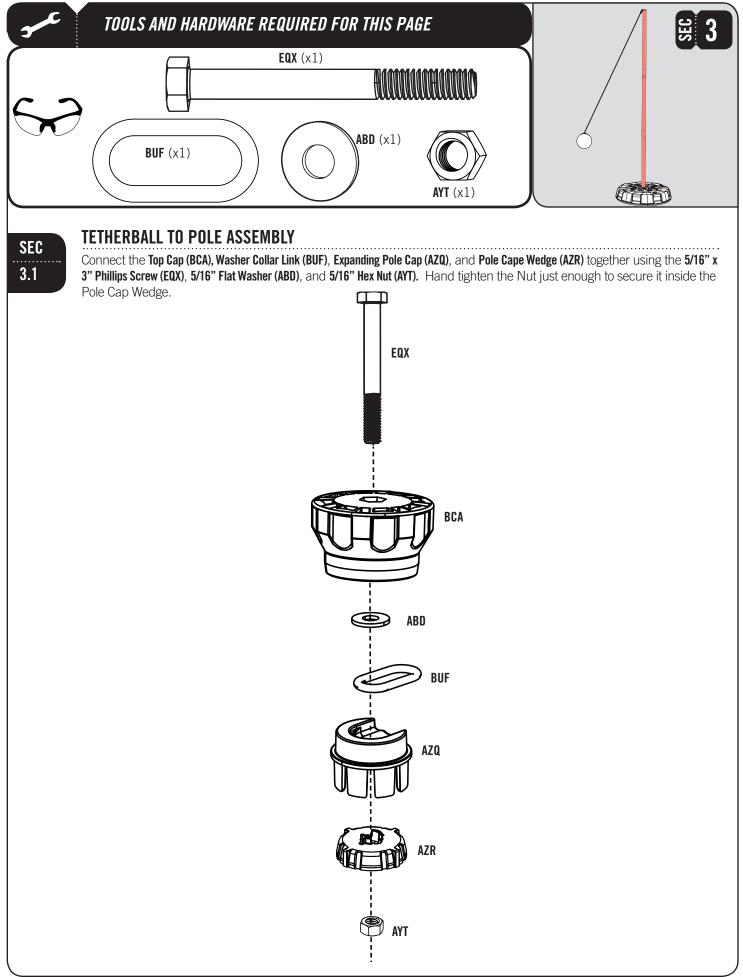


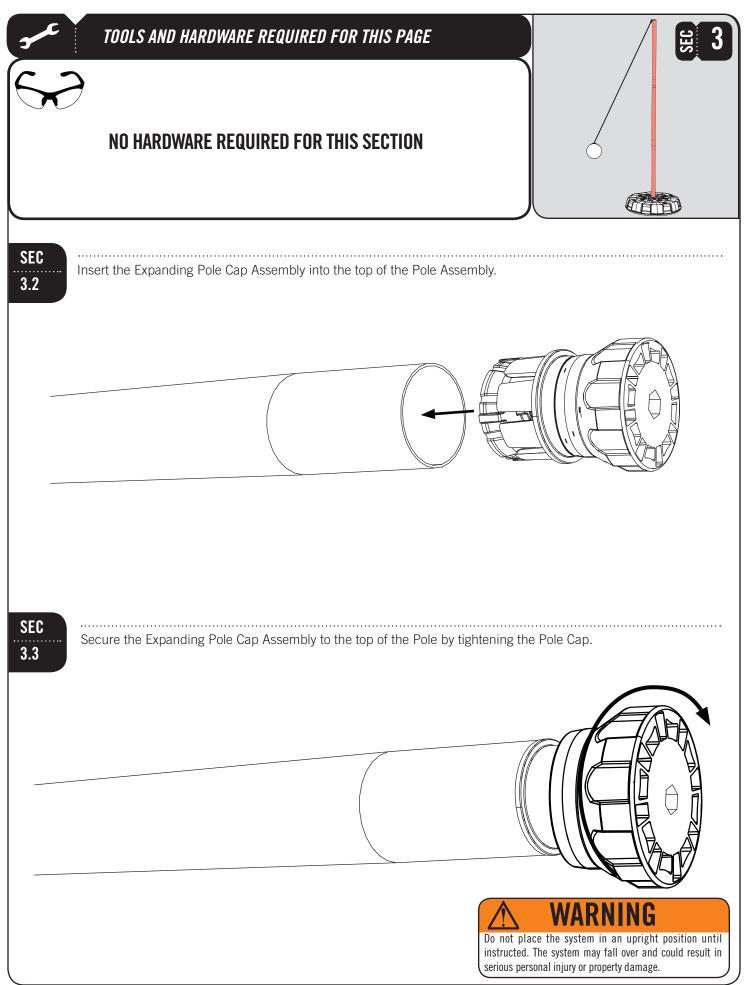


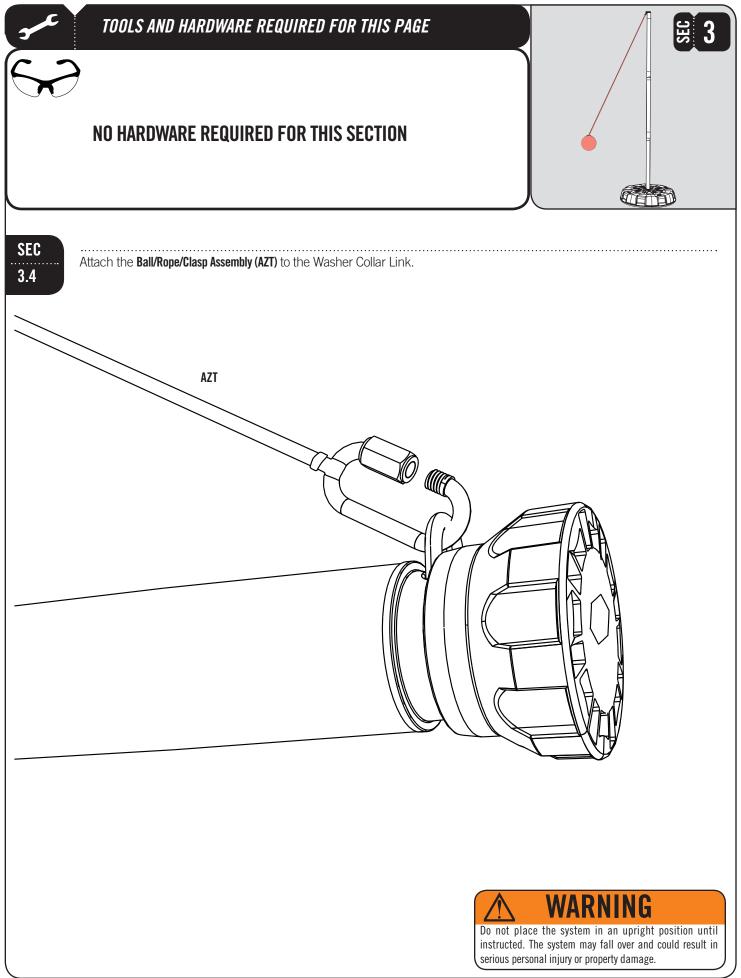






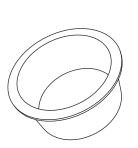








Parts shown at actual size



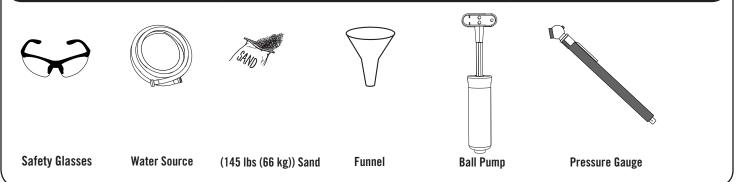
BFA (x1) Ball Needle

AEF (x2) 1 1/4"-Inch Plug

PARTS REQUIRED

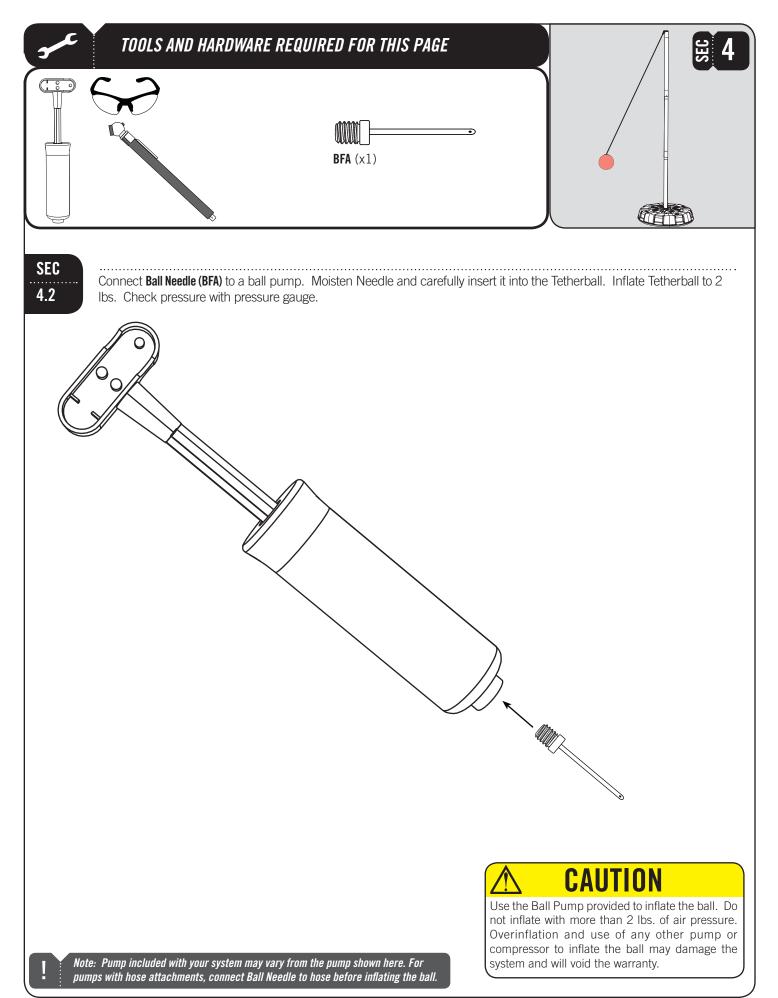
NO HARDWARE REQUIRED FOR THIS SECTION

TOOLS USED (NOT INCLUDED)









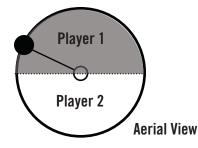
$\thickapprox 5$ Tetherball Basic & Advanced Rules, & Tactics

BASIC RULES

How the Game is Played: Play in matches of 3, 5, or 7 games. Each player takes a turn serving for a whole game. The serving player may serve the ball in either direction. The receiving player must then hit the ball in the opposite direction. After the initial serve, any player may hit the ball. To win a game, a player must completely wrap the rope around the pole in that player's direction. To win a match, a player must win by two or more games.

Non-Intentional Violations: If a violation occurs, the game is stopped and returned to the point at which the violation occurred. The non-offending player gets to serve. The following list explains the violations:

• **Stepping off sides:** Each player's field of play consists of only half the playing circle. A player may not step out of his or her boundaries.



• Touching the rope: Players may not touch or hit the rope at any time.

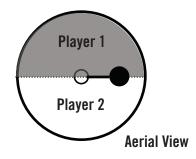
• **Carrying or throwing the ball:** Players must only hit the ball when serving and receiving the ball. The ball must bounce off the players' hands or fists without any lingering contact.

• **Double hitting:** A player may hit the ball only once per wrap around the pole. If the ball hits the pole without going completely around the pole, the player may hit the ball again. However, a player may not hit the ball twice during a single revolution.

Committing three non-intentional violations, in any combination, during a single game, results in the loss of the game for the offending player.

Intentional Violations: A player must not grab the pole. Grabbing the pole is an automatic loss of the game for the offending player.

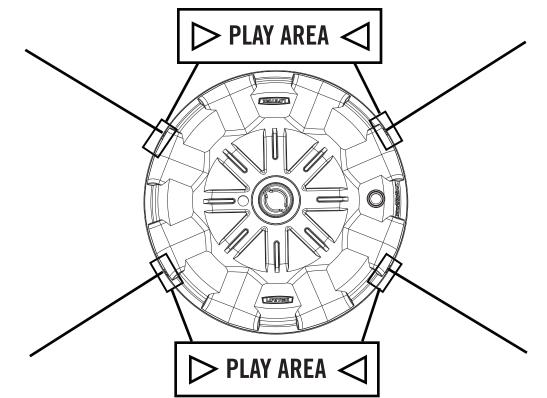
Double Violations: It is highly unlikely, but if both players commit a violation at the same time, the players must execute a "**Pole Drop**." A Pole Drop consists of both players holding the ball with one hand three feet from the pole along the line dividing the two sides. The players then release the ball simultaneously, and allow the ball to touch the pole before either player can hit the ball.



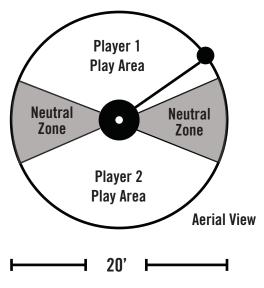
ADVANCED RULES

How the Game is Played: Play in matches of 3, 5, or 7 games. Each player takes a turn serving for a whole game. The serving player may serve the ball in either direction. The receiving player must allow the ball to swing around the pole at least once before striking the ball. The receiving player then hits the ball in the opposite direction. After the ball swings at least one time around the pole, any player may hit the ball.

Marking the Playing Area: Four Play Area markings are molded into the bottom of the tetherball base.



Draw chalk lines from the Play Area markings outward to create a playing field 20' in diameter. Mark off the Neutral Zone Areas with chalk.



Neutral Zone Violations: Players must remain in their own Play Area. Neither player may step into the Neutral Zones or on a line of a Neutral Zone.

All other Non-intentional, Intentional, and Double Violations apply.

TETHERBALL TACTICS

To win the game, a player must keep the ball under his or her control. The following list explains some of the tactics used to get and keep control of the ball:

Serving: Power should not be your only technique. Try to serve the ball at extreme angles. This will help prevent your opponent from hitting the ball or hitting the ball well.

Stealing the Ball: A player steals the ball when he or she gains or regains control of the ball. Do not stay in the same place during play. This can set your opponent up to hit the ball at angles too difficult for you to hit at your current location. Change locations often. If your opponent does not know where you'll be standing, it's harder for him/her to form an offensive strategy. This approach can help set you up for steals. Sometimes the approaching ball comes at an angle that is too high or difficult to hit. It may be to your advantage to let the ball go around once unhindered or even hit the ball in your opponents direction to throw your opponent off and/or allow you to change your approach. This is known as a "Sacrifice Wrap." This will help set you up for a better hit in your direction.

Hitting Techniques: Predictability sets your opponent up to steal the ball and win the game or match. Change how and where you hit the ball by changing the speed and angle of the hit.



WARRANTY INFORMATION

LIFETIME TETHERBALL EQUIPMENT LIMITED FACTORY WARRANTY

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

1. The tetherball, cord, and clasp are warranted to the original purchaser to be free from defects in material and workmanship for a period of ninety days from the date of original purchase. All other parts are warranted to the original purchaser to be free from defects in material or workmanship for a period of five years 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 defacts 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 tetherball 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 tetherball 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 tetherball or cord will void this warranty.

4. 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.

5. 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.

6. This warranty is expressly in lieu of all other warranties, expressed or implied, including warranties of merchantability or fitness for use to the 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. Please include your dated sales receipt and photographs of damaged parts.

To register the product, visit our Web site at www.lifetime.com



www.lifetime.com