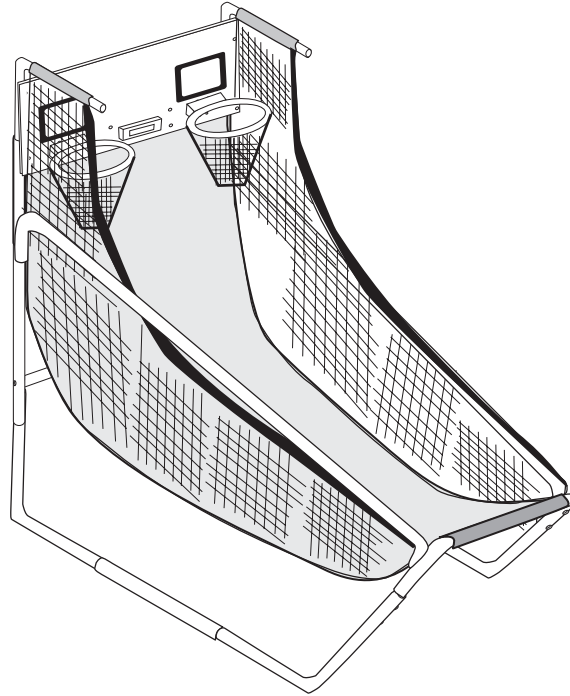


HUFFY[®]SPORTS

Dual Electronic Basketball System Owners Manual

Customer Service Center
• N53 W24700 South Corporate Circle • Sussex, WI 53089 • U.S.A.



! WARNING!

**READ AND UNDERSTAND
OPERATOR'S MANUAL
BEFORE USING THIS UNIT.**

**FAILURE TO FOLLOW
OPERATING INSTRUCTIONS
COULD RESULT IN INJURY
OR DAMAGE TO PROPERTY.**

Tools Supplied:
1 Allen Wrench
1 Phillips Screwdriver
1 Wrench 7/16
1 Wrench 5/16

Tools Needed:
4 "D" Cell Batteries

Toll-Free Customer Service Number for U.S: **1-800-558-5234**,

For Canada: **1-800-284-8339**,

For Europe: **00 800 555 85234** (Sweden: **009 555 85234**),

For Australia: **1-800-333 061**

Internet Address: <http://www.huffysports.com>



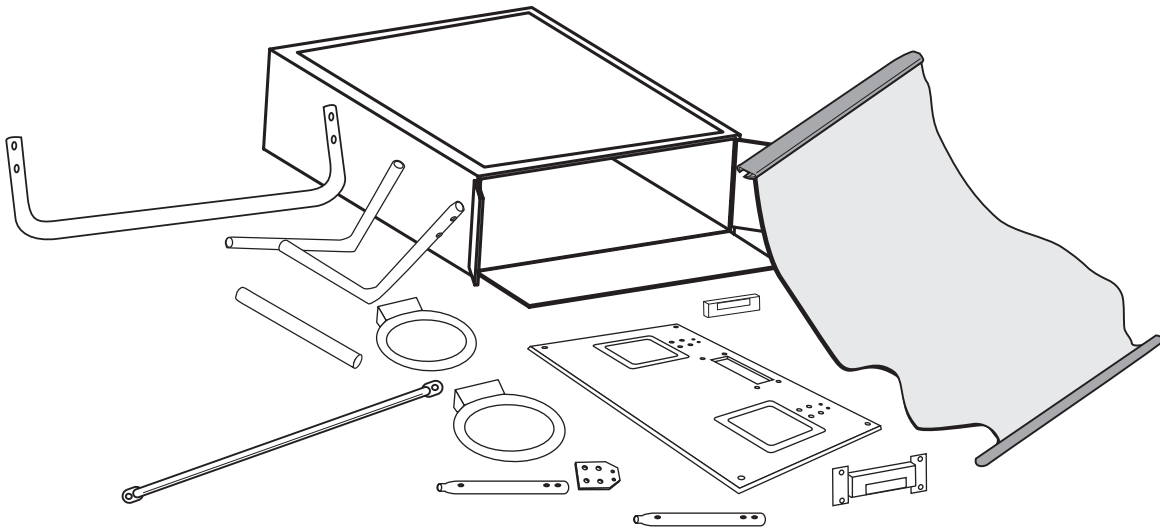
Questions or Missing Parts?

DON'T go back to store!

**Call TOLL-FREE Customer Service
Number listed on the front page!**

We appreciate your purchasing one of our many fine products. We are sure that you will be very satisfied with your selection. Although great care and effort have been taken, occasionally problems may occur. To ensure prompt and correct handling of any problems, or to answer any questions, please contact our Toll-Free Customer Service Number listed on front page. Service will be quicker if you have your Model Number (found on carton) and assembly instructions ready when calling.

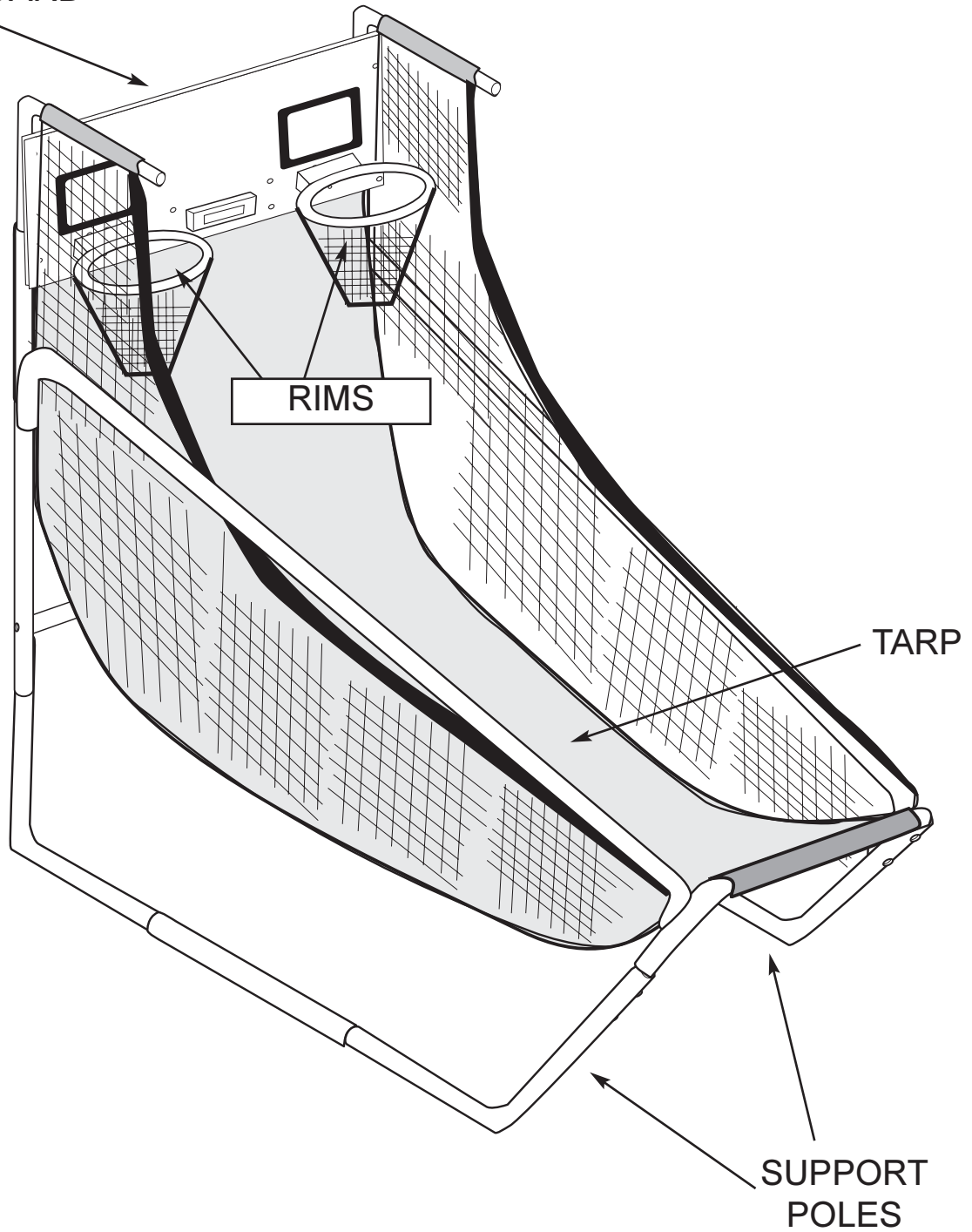
IMPORTANT!
Remove all contents from boxes.



Get to know the basic parts of your basketball system.....

FRONT

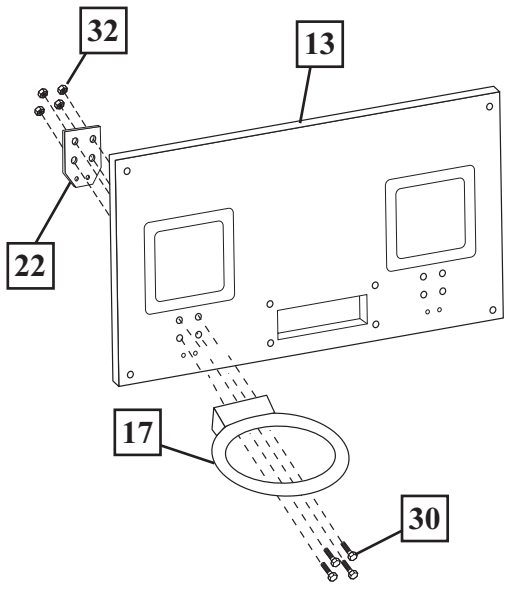
BACKBOARD



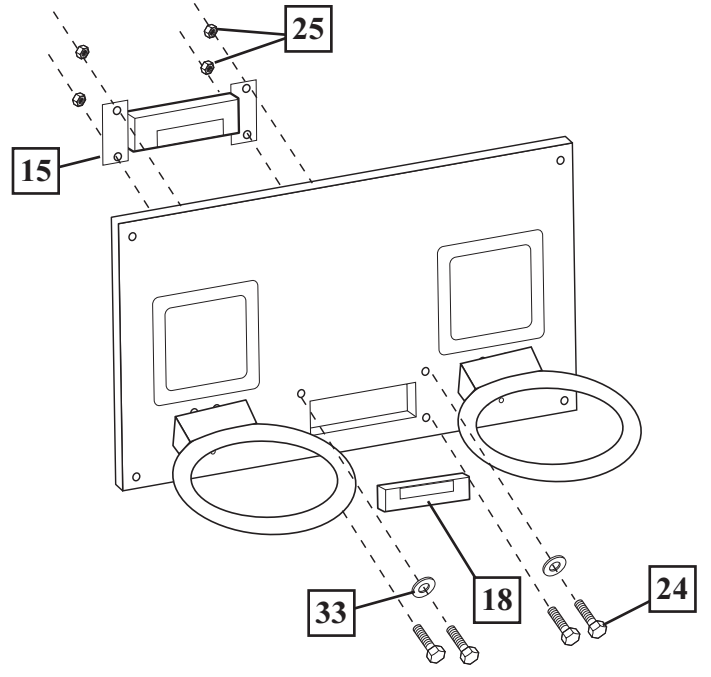
PARTS LIST - (See Hardware Identifier)

| Item | Qty | P/N | Description |
|-------------|------------|------------|--|
| 1 | 2 | 200745 | Net Hanger Tubes |
| 2 | 2 | 200746 | Board Mounting Vertical Support Tube |
| 3 | 2 | 200747 | Vertical Support Tube |
| 4 | 1 | 200748 | Horizontal Cross Tube |
| 5 | 1 | 200749 | Horizontal Cross Brace |
| 6 | 2 | 200750 | 90 degree corner Back Leg Support Tube |
| 7 | 2 | 200752 | Floor Mounting Support Tube, Short |
| 8 | 12 | 201936 | Caps Screw |
| 9 | 1 | 200754 | Horizontal Front-Ramp Support Tube |
| 10 | 2 | 200755 | Front Ramp Support Tube |
| 11 | 2 | 200756 | Ramp Support Tube, Long |
| 12 | 2 | 200757 | Back Ramp Support Tube |
| 13 | 1 | | Wood Backboard |
| 14 | 1 | | Ball Ramp With Side Netting |
| 15 | 1 | 200760 | Electronic Score Keeper |
| 16 | 2 | 200761 | Switch And Paddle Assm |
| 17 | 2 | 200762 | 12" Tubular Rims |
| 18 | 1 | 200763 | Red Plastic Display Lens |
| 19 | 2 | 200764 | Nylon Net |
| 20 | 4 | | 7" Rubber Ball |
| 21 | 1 | 200766 | AC Adapter |
| 22 | 2 | 200767 | Metal Back Plate |
| 23 | 6 | 200768 | Plastic Tube Caps |
| 24 | 8 | 200770 | #10 x 1 Phillips Head Bolt |
| 25 | 8 | 200771 | #10 Hex Nut |
| 26 | 16 | 200772 | Black Plastic Net Clips |
| 27 | 8 | 200773 | ¼ x 3 ½ Socket Head Screws |
| 28 | 6 | 200774 | ¼ x 2 ½ Socket Head Screws |
| 29 | 8 | 200775 | ¼ x 3/8 Socket Head Screws |
| 30 | 8 | 200776 | ¼ x 1.0 Socket Head Screws |
| 31 | 32 | 200777 | ¼" Flat Washer |
| 32 | 20 | 200778 | ¼" Flange Nut |
| 33 | 10 | 200779 | Washer, M5 |
| 34 | 1 | 200780 | Allen Wrench |
| 35 | 1 | 200972 | Phillips Screwdriver |

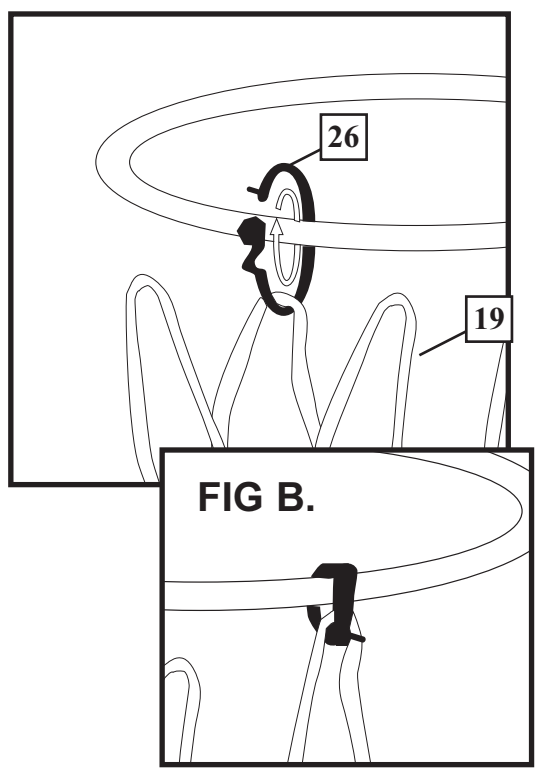
1. Attach rims (17) to backboard (13) with bolts (30), back plates (22), and nuts (32) as shown. Repeat for opposite side.



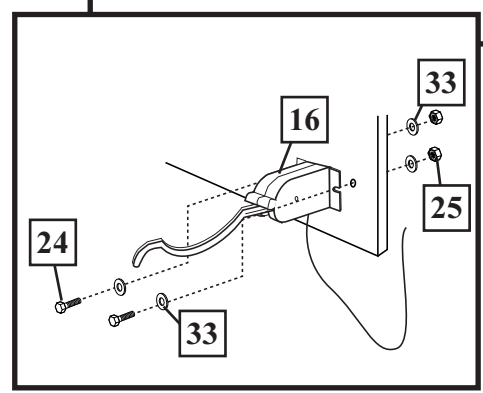
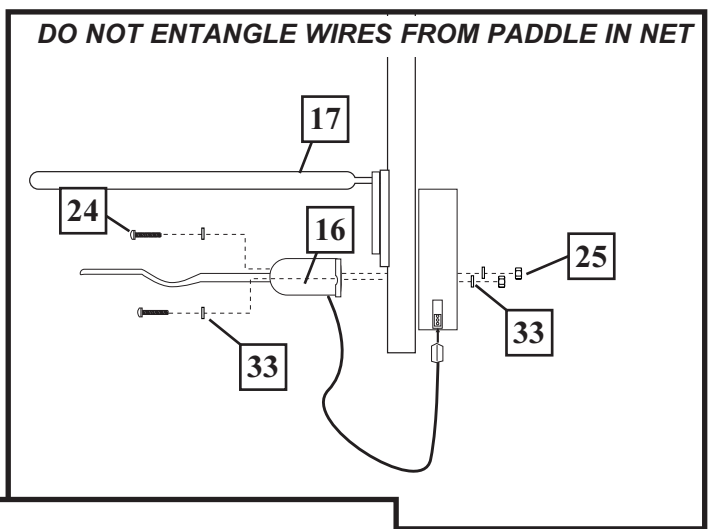
2. Attach score keeper (15) to backboard with bolts (24), washers (33) and nuts (25). Attach lens (18) to front of score keeper (15) as shown.



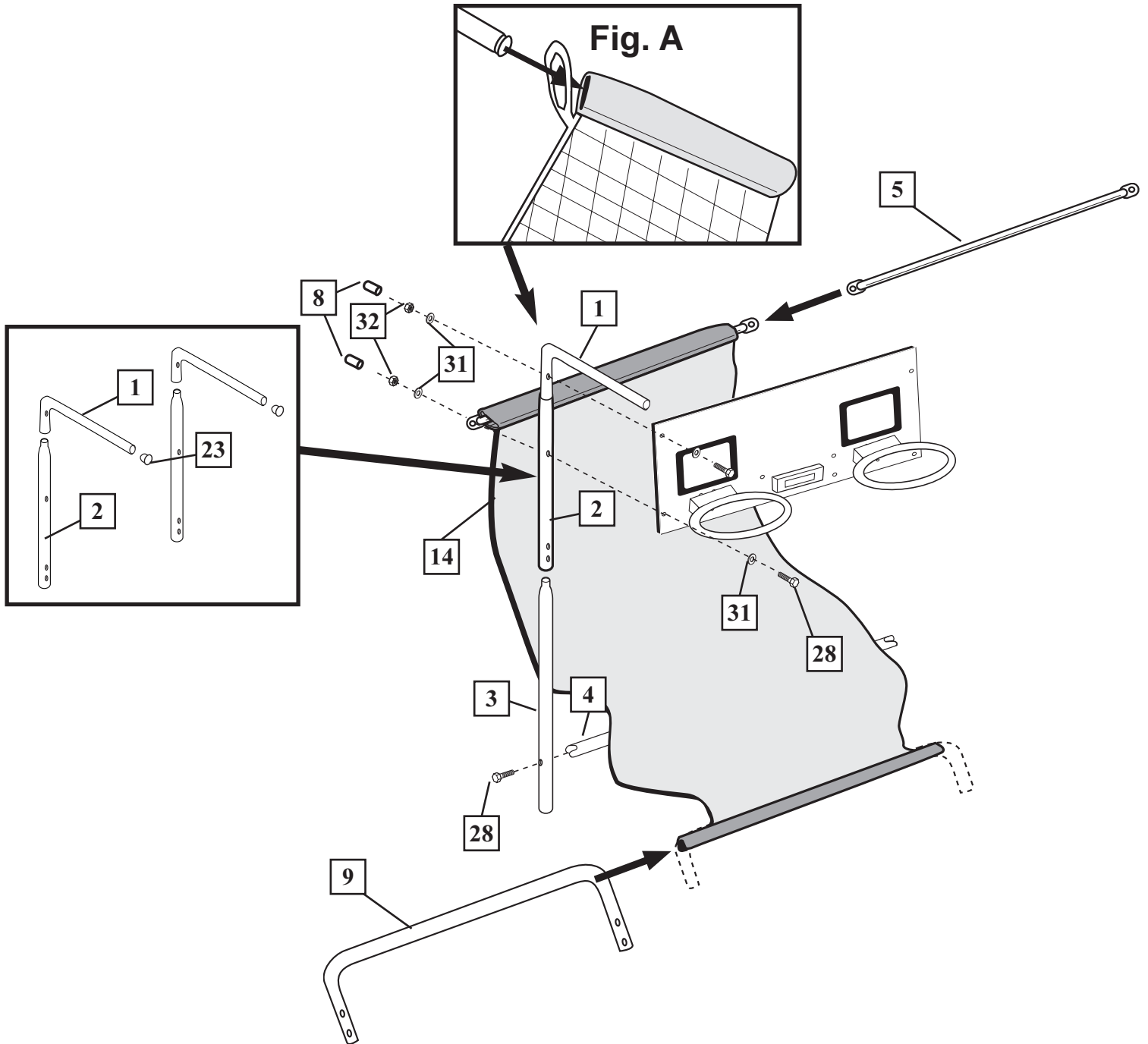
3. Attach nets (19) with net clips (26) as shown. **NET SHOULD REST IN SLOT ON CLIP AS SHOWN FIG. B.**



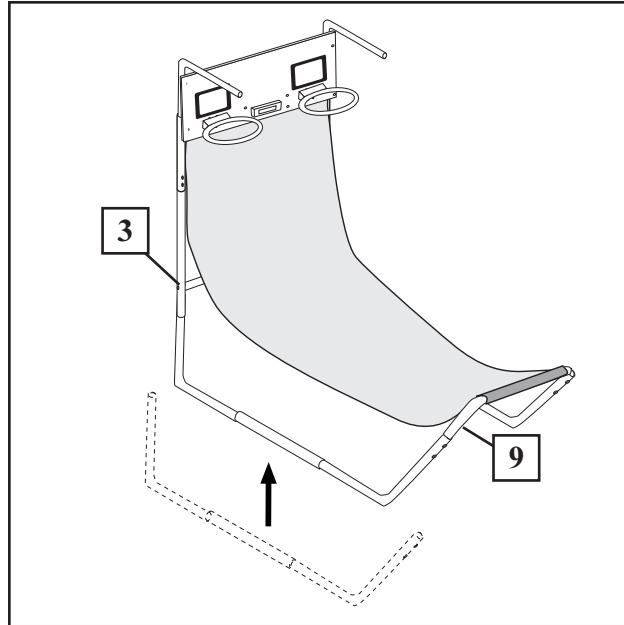
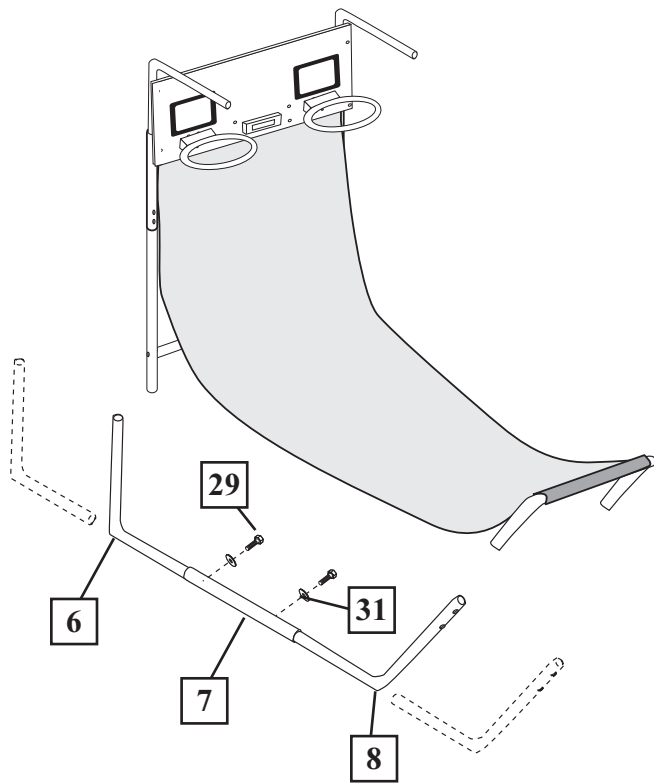
4. Attach scoring paddles (16) onto backboard below rims (17) with bolts (24) washers (33) and nuts (25). Plug wires from paddles into scoring unit as shown.



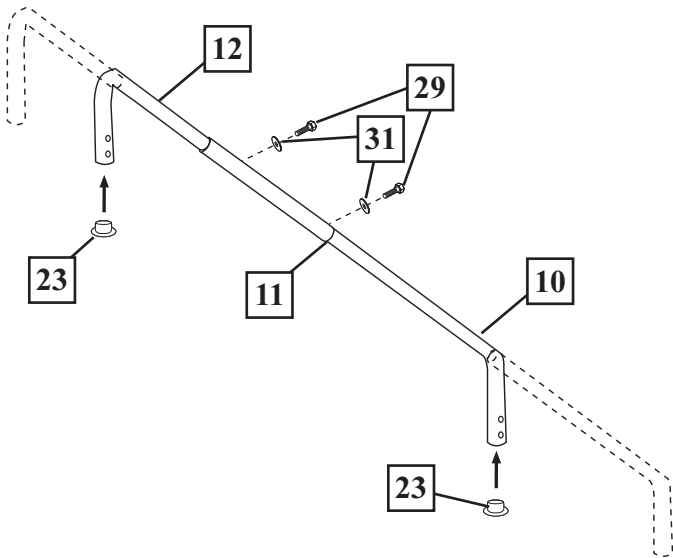
5. Assemble upper framework (1, 2, 23). Secure ball ramp (14) to outer framework as shown **Fig. A**. Insert tube (5) through top of ball ramp (14) and attach backboard assembly to tubes 1, 2 and 5 with hardware as shown. Repeat for opposite side. Insert horizontal front ramp tube (9) through bottom of ball ramp (14) as shown.



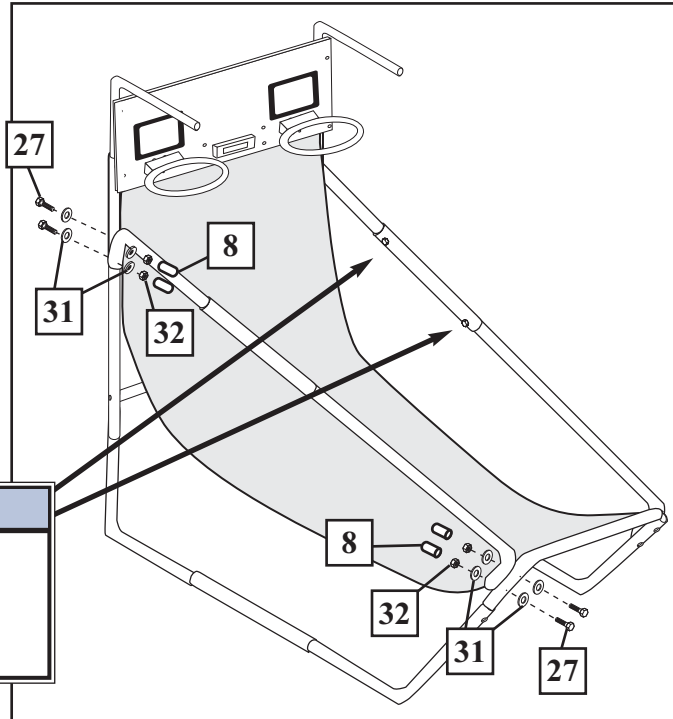
6. Assemble lower framework (6, 7, 8) using bolts (29) and washers (31). Attach to upper framework as shown. Repeat for opposite side.




7. Assemble side rails (10, 11, 12) using bolt (29) and washer (31). Install tube caps (23) as shown.

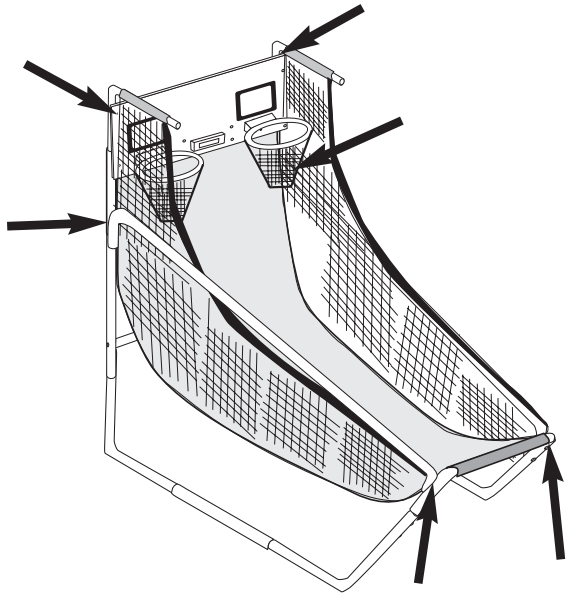


Attach side rails using bolt (27) washer (31), nut (32) and screw caps (35) as shown. Repeat for opposite side.



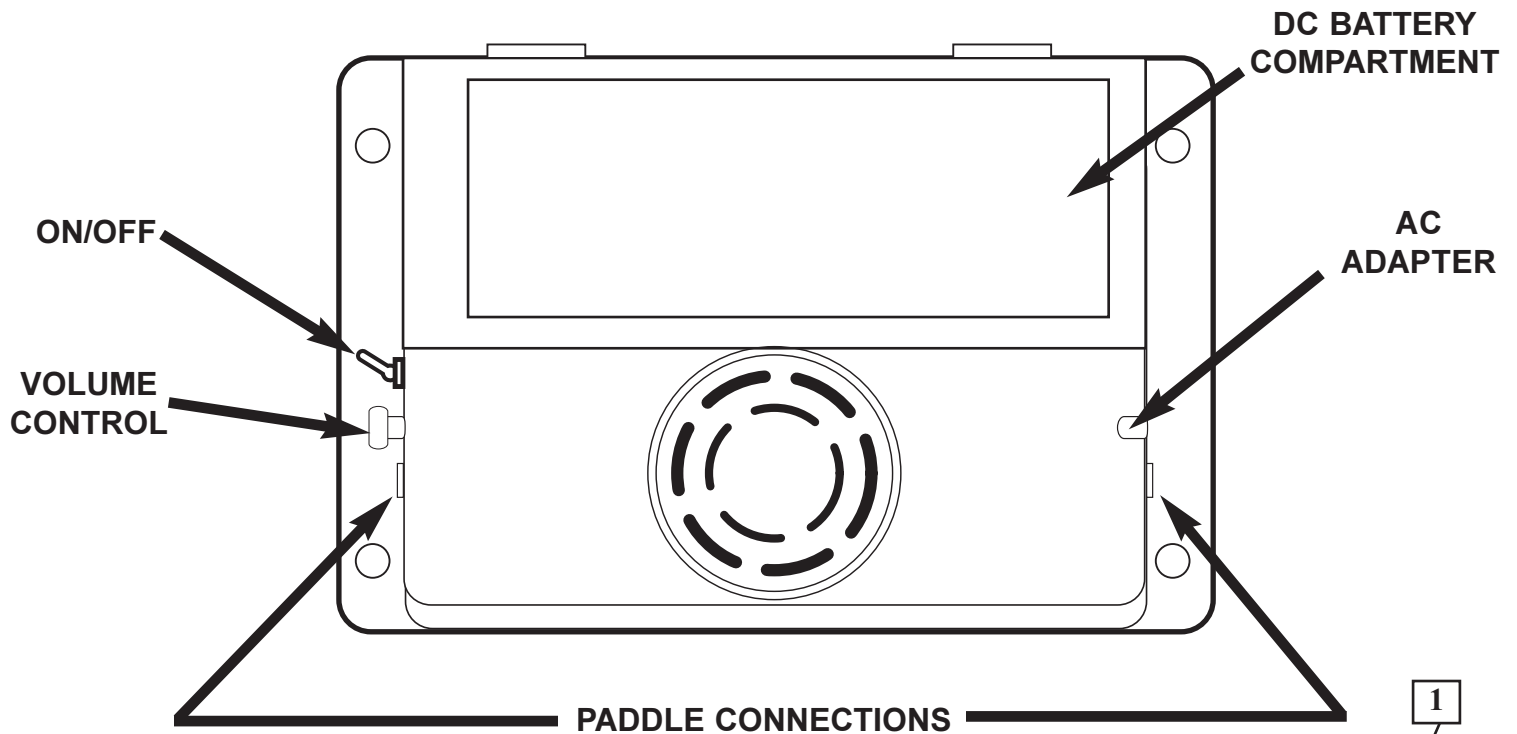
| | |
|---|--|
|  | IMPORTANT! |
| | Connect side rails so that bolt heads face inward. |

8. Fasten elastic straps in locations shown.



9. Operation.

BACK VIEW OF SCORING UNIT



AC POWER: REMOVE AC ADAPTER FROM BOX. INSERT AC PLUG INTO SLOT ON SCORING UNIT. INSERT AC ADAPTER INTO 110 VOLT WALL OUTLET. TURN SCORING UNIT "ON".

DISCONNECT AC POWER WHEN USING DC BATTERY POWER

DC BATTERY POWER: REMOVE BATTERY COVER FROM SCORING UNIT. INSERT 4 "D" CELL BATTERIES INTO COMPARTMENT. REPLACE BATTERY COVER. TURN SCORING UNIT "ON".

Electronic Game Scoring

1. As a player steps up and sinks a basket, a musical tune will play to signal the start of a game. After the tune stops and a beep is heard a 00 display will show.
2. The score keeper will reset the display to 30 seconds and begin counting baskets.
3. A beep is made for every basket made, a different pitch beep for each player.
4. Two (2) points per basket made for first 20 seconds of game play.
5. After 20 seconds, a musical tone will play, signaling the start of 3 points per basket.
6. As time displays 00, a buzzer will sound. The score is retained in memory for each player.
7. If 30 points or more is scored a "CHARGE" tune will play, earning a 15 second bonus round for each player with each basket made scoring 3 points
8. If 60 points or more is scored, an additional 10 seconds is awarded for each player. Each basket made scores 3 points
9. As the game is finished a 6 second delay will clear both scores and reset.
10. The highest score made is displayed and retained in memory. The high score resets to 00 if game is not played after 30 minutes.
11. If an AC power adapter is used, the high score will be retained in memory unless power is disconnected.