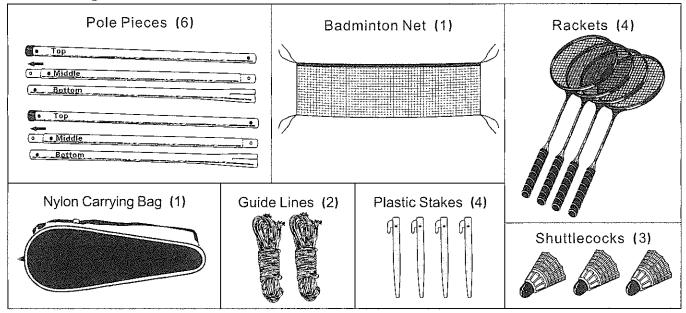
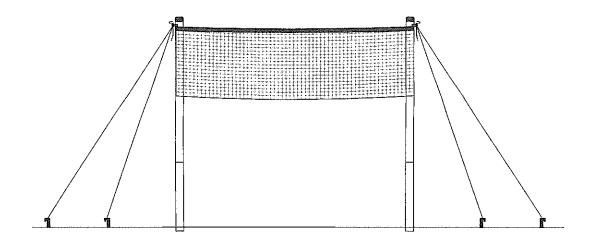
## Parts Listing



## Assembly:

- 1. Unroll the net and spread across the court.
- 2.Locate the pole pieces, and lock the top and middle and bottom pieces together.
- 3. Tie the next onto the eye holes on each pole to hold in place.
- 4. Tie the guide line to the pole on top of the eye hole.
- 5. Have someone hold one of the poles upright.
- 6. Pull the guide lines out at a 45 degree angle and hammer the stakes into the ground.
- 7. Stand the other pole upright and pull until the net is straight across.
- 8. Pull the guide line out at a 45 degree angle and hammer the stakes into the ground.



**Object of the Game:** The object of badminton is to hit the shuttlecock over the net and have it land in the designated court areas. If your opponent manages to return the shuttlecock, then a rally occurs. If you win this rally, ex. force your opponent to hit the shuttlecock out or into the net, then you win a point. You are required to win 21 points to win a set with most matches being best of 3 sets. Points can be won on either serve.

Players: There are two forms of badminton: singles and doubles. Each player is allowed to use a stringed racket and a shuttlecock. You can only really hit the bottom of the shuttlecock, and as gravity comes into play, will always revert the ball side facing down. You may only hit the shuttlecock once before it either hits the ground or goes over the net.

**Scoring:** A point is scored when you successfully hit the shuttlecock over the next and land it in your opponent's court before they hit it. A point can also be gained when your opponent hits the shuttlecock into either the net or outside the parameters.

Winning the Game: To win a game, you must reach 21 points before your opponent. If you do so, then you will have won the set. If the scores are tired at 20-20, then it comes down to whichever player manages to get two clear points ahead. If the points are still tied at 29-29, then the next point will decide the winner of the set. Winning the overall game will require you to win 2 out of 3 sets played.

## Rules of Badminton:

- A game can take place with either two (singles) or four (doubles) players.

  To score a point, the shuttlecock must hit within the parameters of the opponent's court.
- If the shuttlecock hits the net or lands out, then a point is awarded to your opponent.
- Players must serve diagonally across the next to their opponent. As points are won, then serving stations move from one side to the other. There are no second serves so if your first serve goes out, then your opponent wins the point.
- A serve must be hit underarm and below the server's waist. No overarm serves are allowed.
- Each game starts with a toss to determine which player will serve first and which side of the court the opponent would like to start from.
- Once the shuttlecock is 'live', then a player may move around the court as they wish. They are permitted to hit he shuttlecock from out of the playing area.
- If a player touches the net with any part of their body or racket, then it is deemed a fault, and their opponent receives the point.
- A fault is also called if a player deliberately distracts their opponent, the shuttlecock is caught in the racket then flung, the shuttlecock is hit twice or if the player continues to infract with the laws of badminton.
- Truly competitive badminton is played indoors, but casual badminton is played anywhere.

