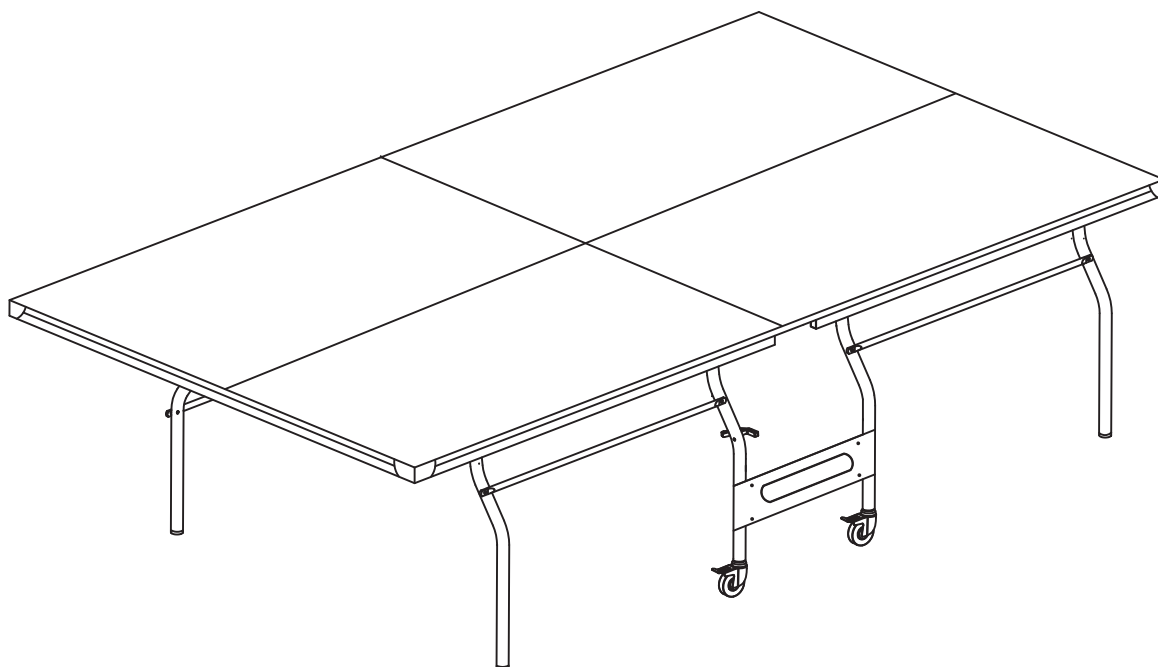


FOLDABLE TABLE TENNIS TABLE

ASSEMBLY INSTRUCTIONS



Playback
Position



Storage
Position

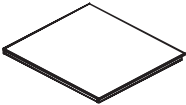
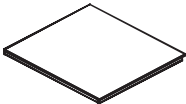
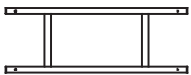
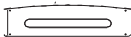
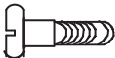
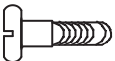
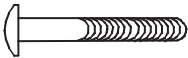
Product Specifications:

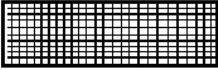
- 4 Piece Table Tennis Table
- 12mm Table Top
- 20mm apron for added support
- Dia 25mm steel legs for stability
- Dia 75mm swivel and lockable wheel
- Net and Post not Included

WARNING

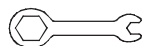
- DO NOT ASSEMBLE OR USE THIS TABLE WITHOUT READING THIS MANUAL.
- THIS TABLE IS FOR HOME RECREATIONAL USE ONLY, NOT FOR COMMERCIAL USE.
- NOT SUITABLE FOR CHILDREN UNDER 6 YEARS OF AGE. ADULT SUPERVISION IS REQUIRED WHEN CHILDREN ARE PLAYING.

PARTS LIST

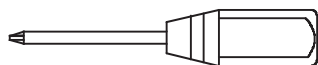
	A1 A	TABLE TOP	2PCS
	A1 B	TABLE TOP	2PCS
	A4	CONNECTION TUBE A	2PCS
	A21	CONNECTION TUBE B	2PCS
	A5	H LEG	2PCS
	A6	LOGO PANEL	2PCS
	A10	SAFETY LOCK	2PCS
	A13	LEG WHEEL	4PCS
	A16	BUSHING	8PCS
	A17	PLASTIC WASHER	8PCS
	H1	M6*56MM BOLT	8PCS
	H2	M6*25MM BOLT	8PCS
	H3	M6* 30 MM BOLT	8PCS
	H4	M6*68MM BOLT	2PCS
	H5	M6*40MM BOLT	8PCS
	H6	M6 WASHER	42PCS
	H7	LOCKING NUT (M6)	18PCS

	A2	"U" LEG TUBE (LONG)	2PCS
	A3	"U" LEG TUBE (SHORT)	2PCS
	A7	METAL SUPPORT-LONG	2PCS
	A8	METAL SUPPORT-SHORT	4PCS
	A9	BRACKET	8 PCS
	A11	BUCKLE	2SET
	A20	METAL SUPPORT	2PCS
	A15	PLASTIC CORNER	4PCS
	H9	M3*30MM SCREW	56 PCS
	H10	BRACKET	4 PCS
	H11	M4*10MM SCREWS	80PCS
	A22	SAFETY PROTECTIVE NET	3PCS

TOOLS (NOT INCLUDED)



10MM/13MM Wrench



Phillips screw driver

ASSEMBLY INSTRUCTIONS

BEFORE YOU BEGIN:

- Review all steps before assembly and read all precautions before using the product.
- Three adults are required to assemble this table.
- Check the pack and make sure you have all of the parts listed in the Parts List section of this user manual. IF ANY PARTS ARE MISSING, please call the Customer Service toll-free number for assistance. Do not install or use the product if any parts are missing or damaged. Store in a safe place until ready to install.
- Make sure that you have plenty of space and a clean dry indoor area suitable for the assembly of this product. It is important that the intended location for this table is completely flat.



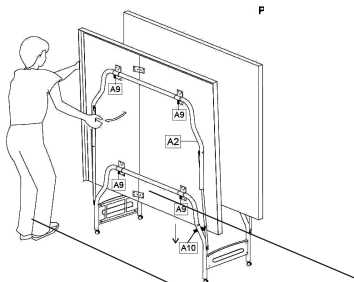
Carefully read these warnings before using this product. Failure to follow these safety instructions can result in personal injury or product damage.

WARNING

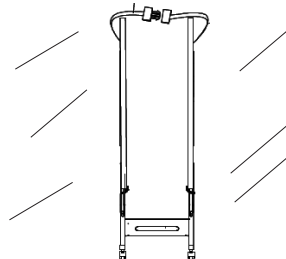
- Do not attempt to install the table alone. Parts are heavy and can cause serious injury. Persons with limitations, injury, back, neck, leg arm, shoulder or other injury must not attempt to lift or assemble the table.
- The table is not designed to withstand heavy weight. Do not sit, stand, lean, jump or place heavy items on top of the table. Failure to comply with this warning could result in personal injury and/or property damage.
- Do not allow small children to be near the product during assembly due to small parts. Also children must not be allowed to open/close the table. Improper handling and misuse can result in serious injury or damage.
- When assembling or moving the table, do not grasp metal parts, joints or hinges to avoid pinching or other injuries.



warning: Children shall not play near the table in the storage position



Danger: Do not move the table on sloping surfaces



Danger: Do not leaving the table in a closed position under windy conditions

ASSEMBLY INSTRUCTION:

WARNING

1. READ AND FOLLOW ALL ASSEMBLY, OPERATION, AND SAFETY INSTRUCTIONS CAREFULLY BEFORE YOU BEGIN TO ASSEMBLE AND USE THE PRODUCT.
2. THREE (3) ADULTS ARE REQUIRED TO ASSEMBLE THIS TABLE.
3. DURING THE ASSEMBLY PROCESS, SECURE THE SCREWS TO THE POINT THAT THE PARTS ARE HELD IN POSITION, BUT NOT FULLY TIGHTENED. AFTER THE TABLE IS FULLY ASSEMBLED, GO BACK AND TIGHTEN THE SCREWS ALL THE WAY.

STEP1: Remove all parts from the box and match up to the parts diagram. Place four table tops A1A and A1B face down on a clean and flat surface as shown in FIGURE 1.

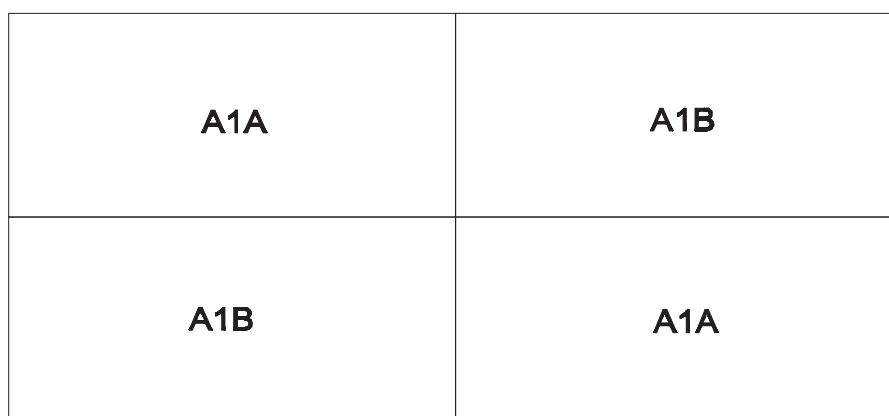


FIGURE 1

STEP2: Attach bracket H10 to the table tops A1A & A1B and secure with screws H11 as shown in FIGURE 2. Repeat in the same manner to the other 2 tops.
HINT: See pre-drilled mark for attaching bracket H10 onto tops.

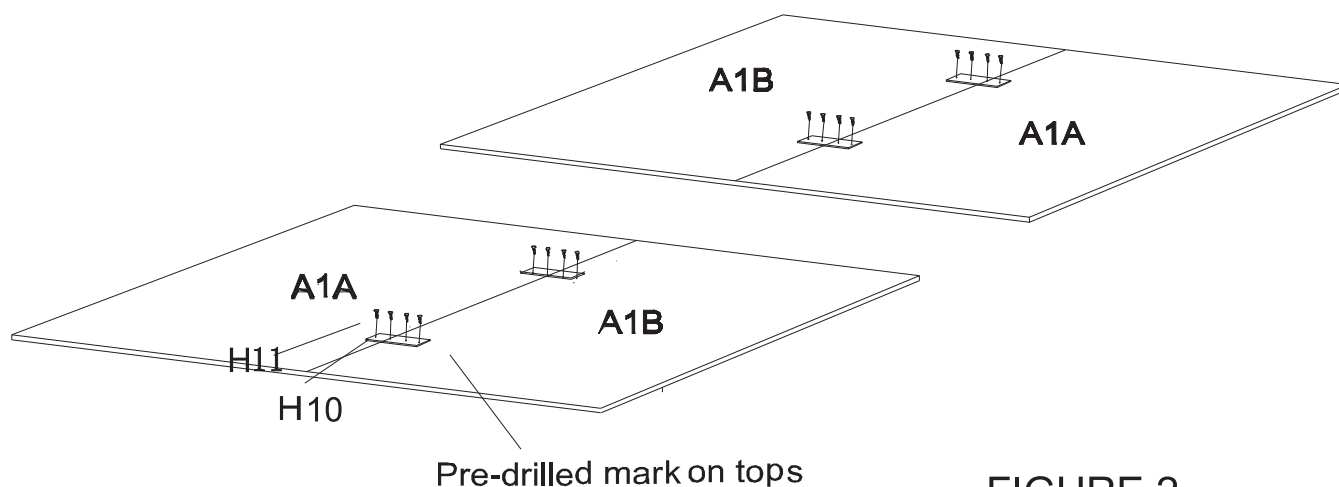


FIGURE 2

STEP3: Insert the plastic corner A15 into the A7 and A8 tubes, then put on the edge of the table top A1A and A1B.

STEP4: Attach A7, A8 and A20 apron (support) to table tops A1A and A1B and secure with screws H9, as shown in FIGURE 3. Repeat in the same manner to the other 2 table tops. HINT: The only out-side of A8 and A7 tubes should on the edge with the table top as shown in FIGURE 4.

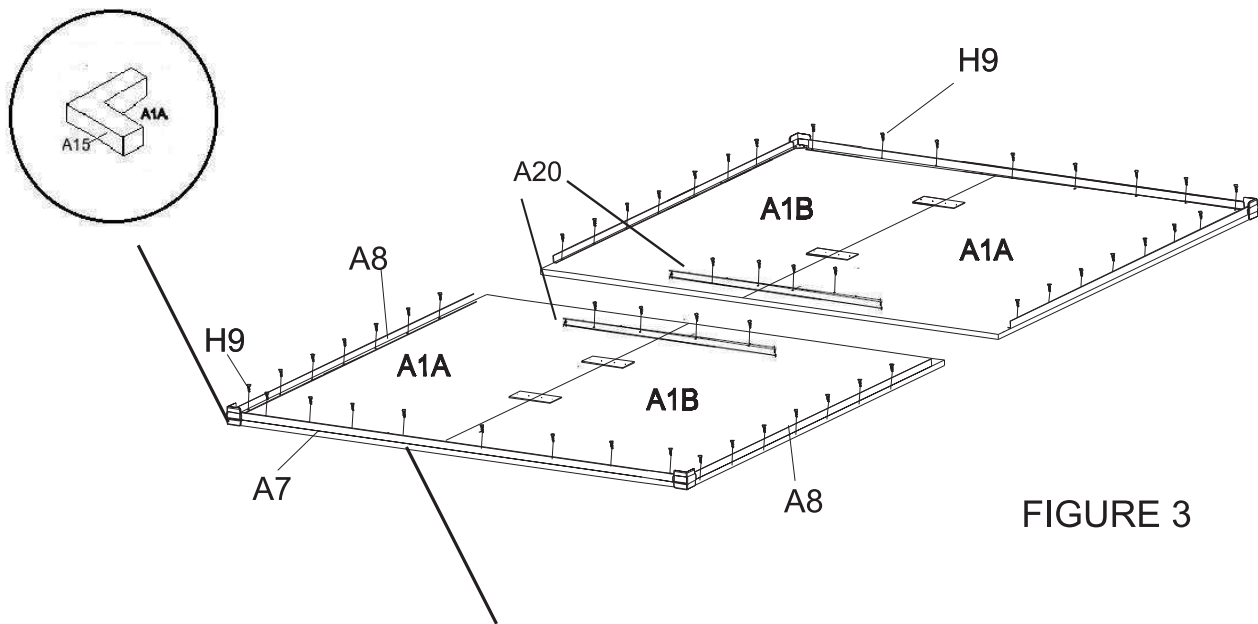


FIGURE 3



FIGURE 4

STEP 5: Attach buckle A11 to the edges of A1A & A1B and secure with screws H11 as shown in FIGURE 5. HINT: See pre-drilled mark for attaching buckle A11 onto tops.

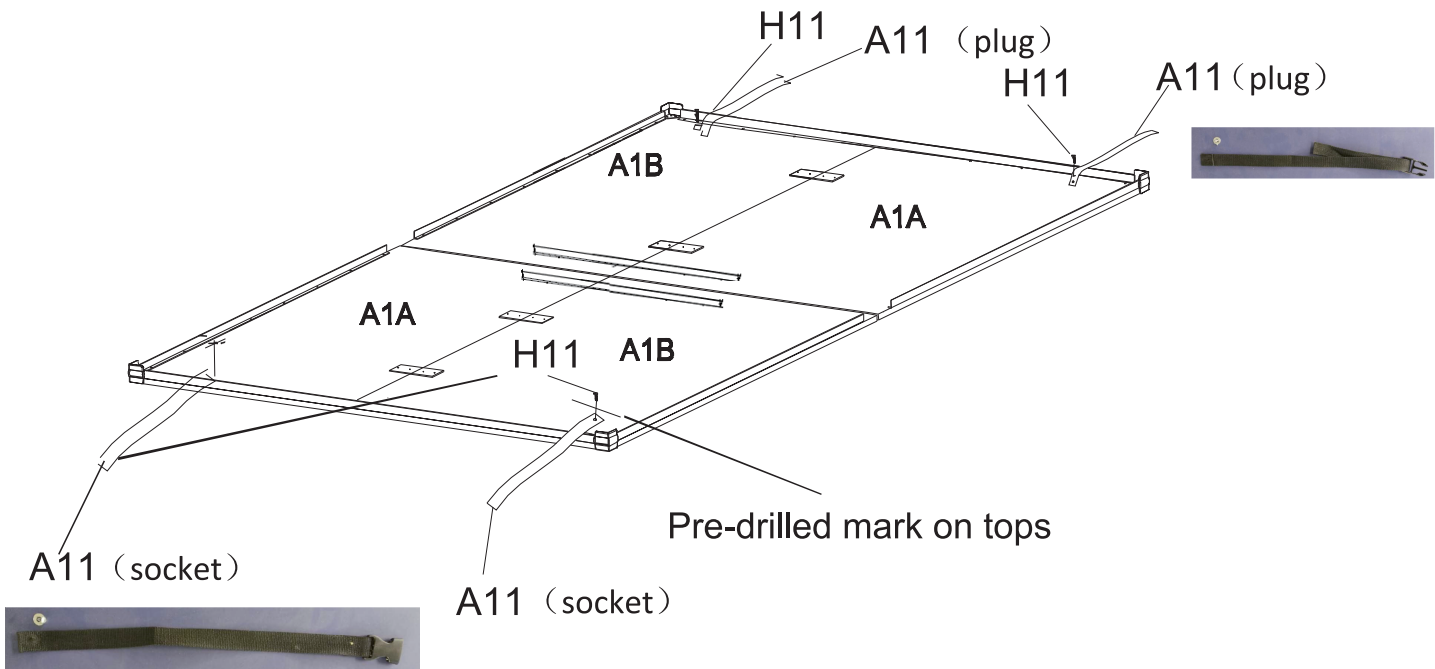


FIGURE 5

STEP 6 : Attach legs A2 & A3 to the bottom of table tops A1A & A1B. Secure with bracket A9 using screws H11 as shown in the enlarged diagram of FIGURE 6. Repeat in the same manner for the other side. Hint : Please note the pre-drilled marks when attaching bracket A9.

Caution: The groove on all bracket A9 must be facing inward (ie. the side without apron) when assembling as shown in enlarged diagram.

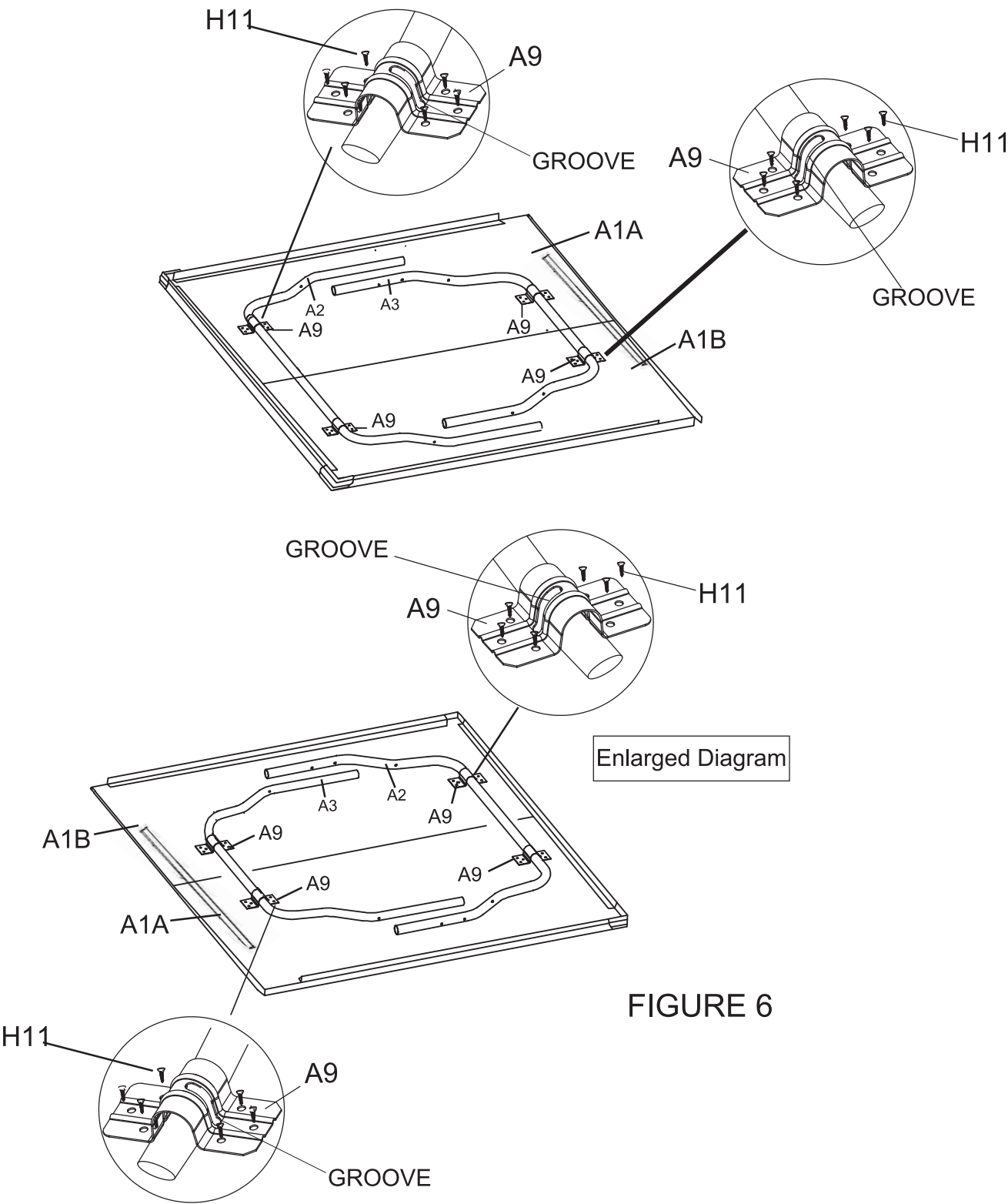


FIGURE 6

STEP7 : Place both "U" leg tubes A2 and A3 in a straight up 90 degree position as shown in FIGURE 7.

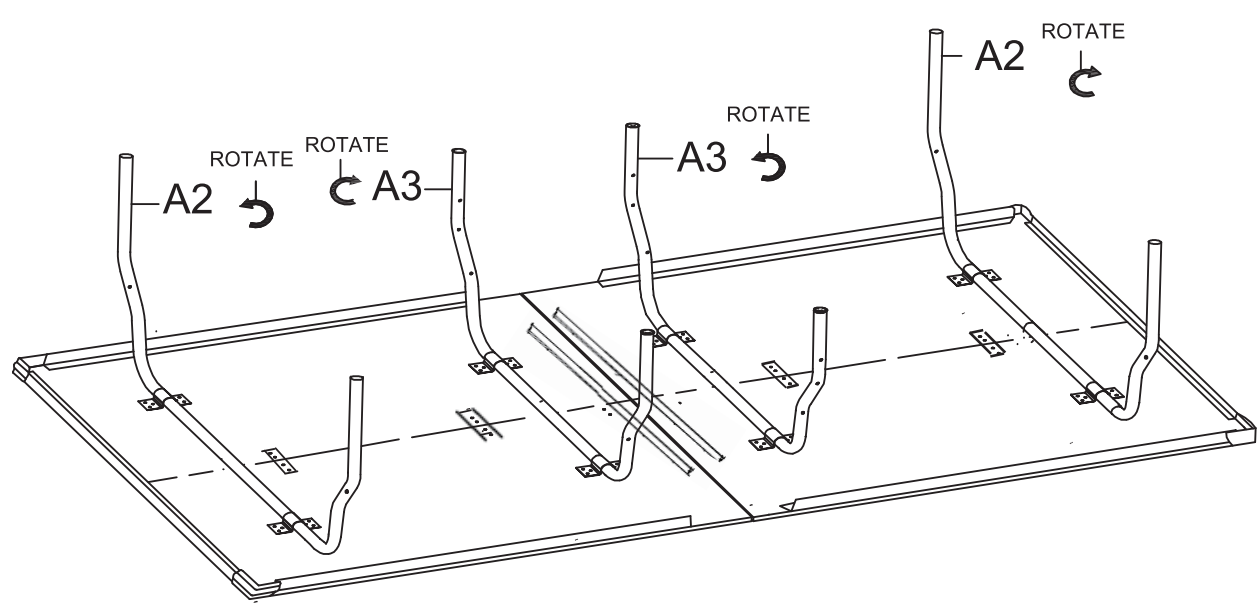


FIGURE 7

STEP 8: Fix the legs A2 & A3 to the bracket A9 using the bolts H3. If necessary, adjust the "U" tube to align with the holes on the bracket. NOTE: Please tightly secure the bolts H3 with metal tube.

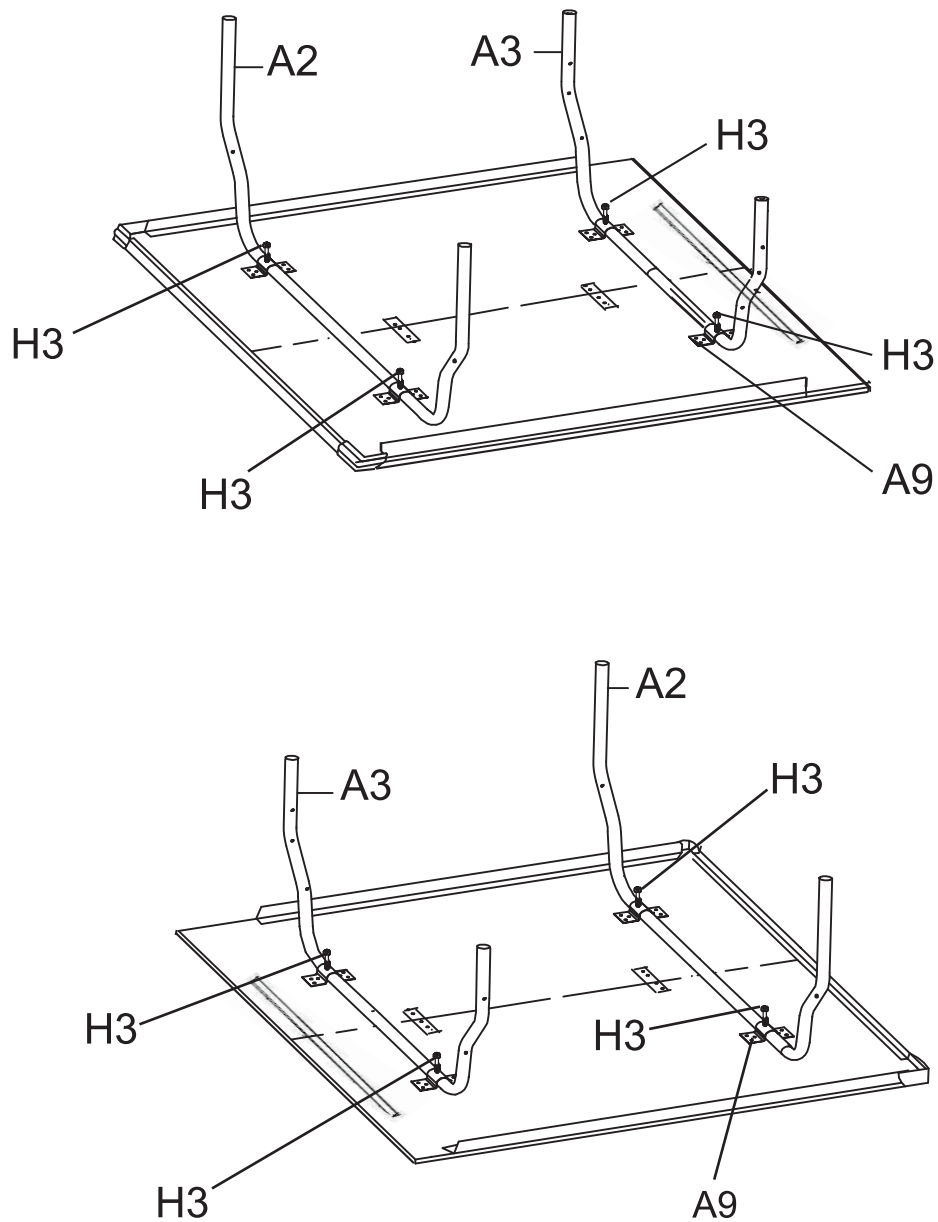
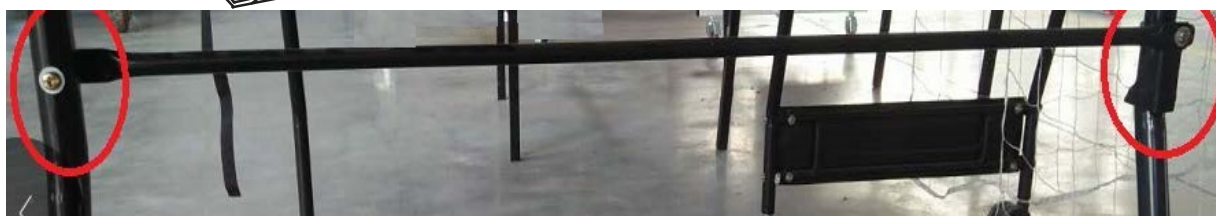
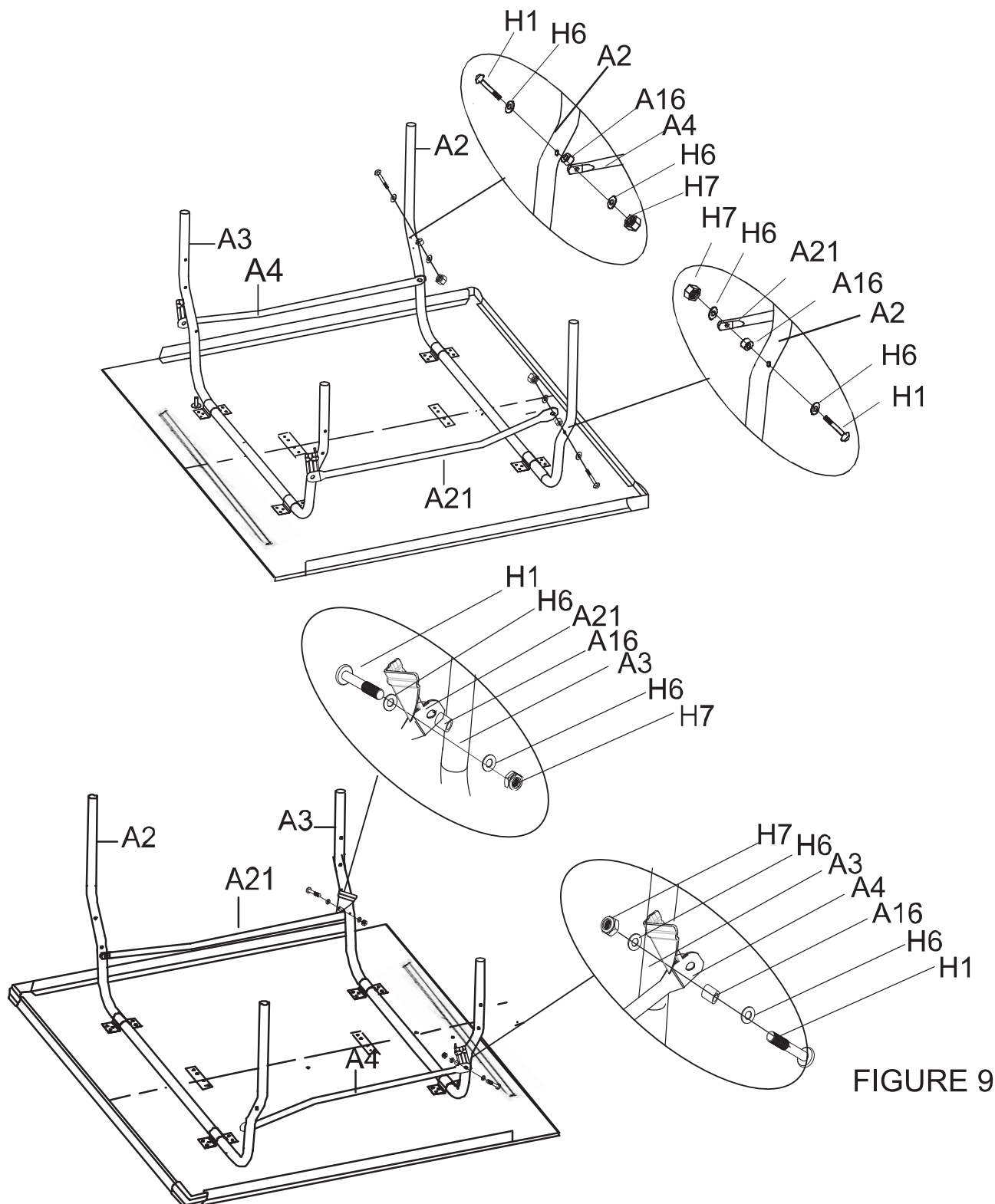


FIGURE 8

STEP 9 : Attach the connection tubes A4 and A21 to legs A2 using the bolts H1, washers H6, bushing A16 and nuts H7. Attach the connection tubes A4 and A21 to legs A3 using the bolts H1, washers H6, busing A16 and nuts H7 as shown enlarge diagram.

Note: the end of A4 and A21 with L plate should be attached to the Leg A3.



STEP10: Tighten wheels A13 to leg tube (short) A3 as shown in
FIGURE10.

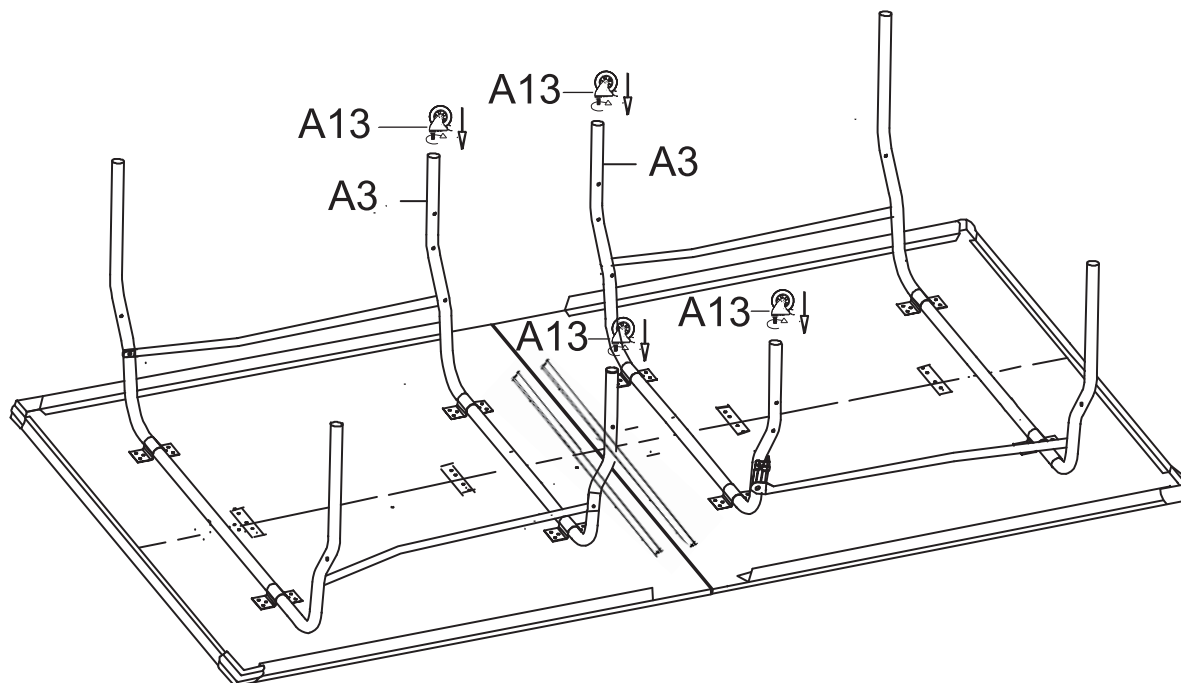


FIGURE 10

STEP 11: Attach the H leg A5 to the leg A3 using the bolts H5, washers H6 and plastic washers A17 as shown in FIGURE 11.
Assemble H Leg to the opposite side of the other table top in the same manner.

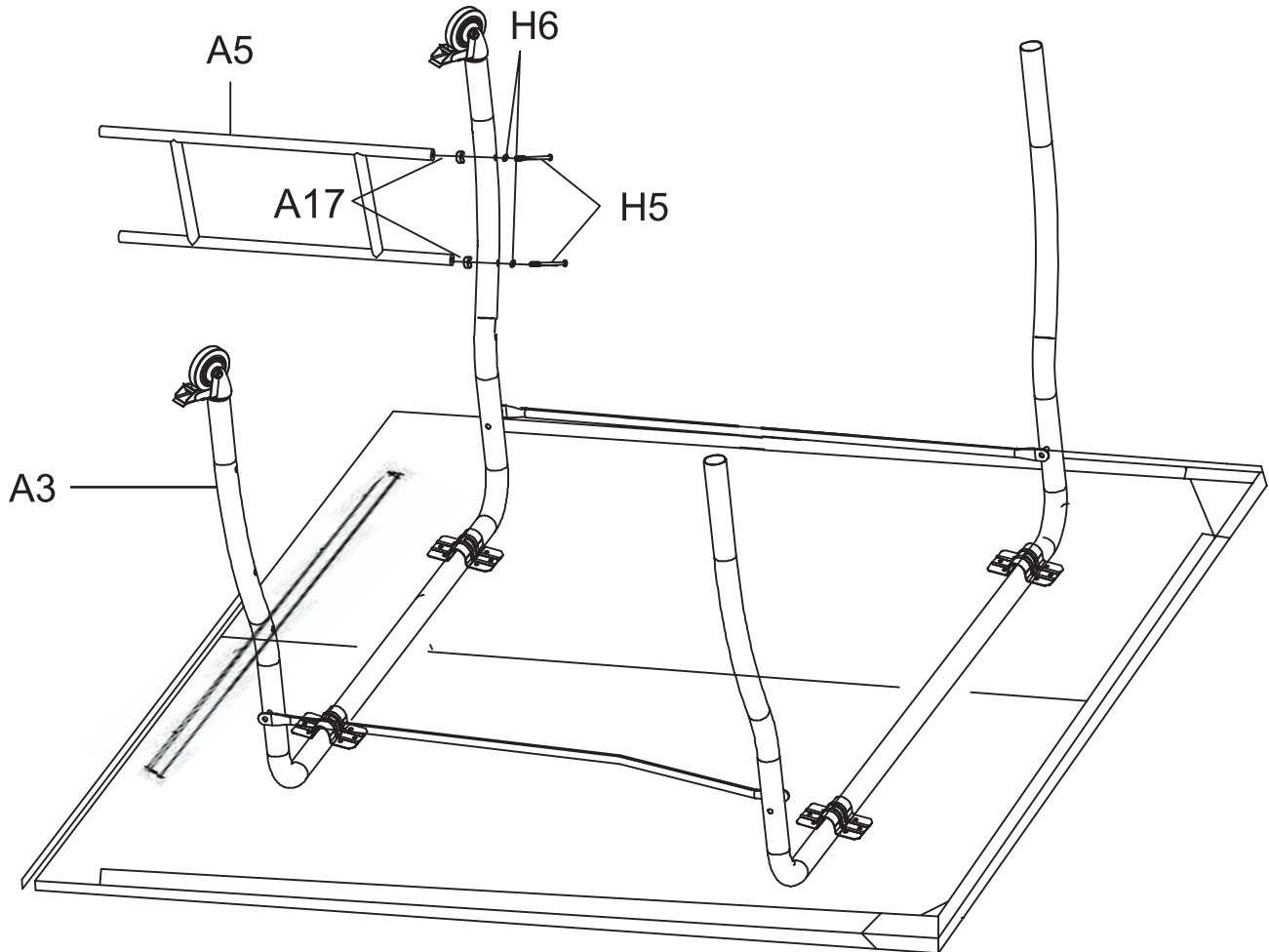


FIGURE 11

STEP12 : Very carefully turn the two tops with legs over so that they are upright on the legs as shown in FIGURE 12.

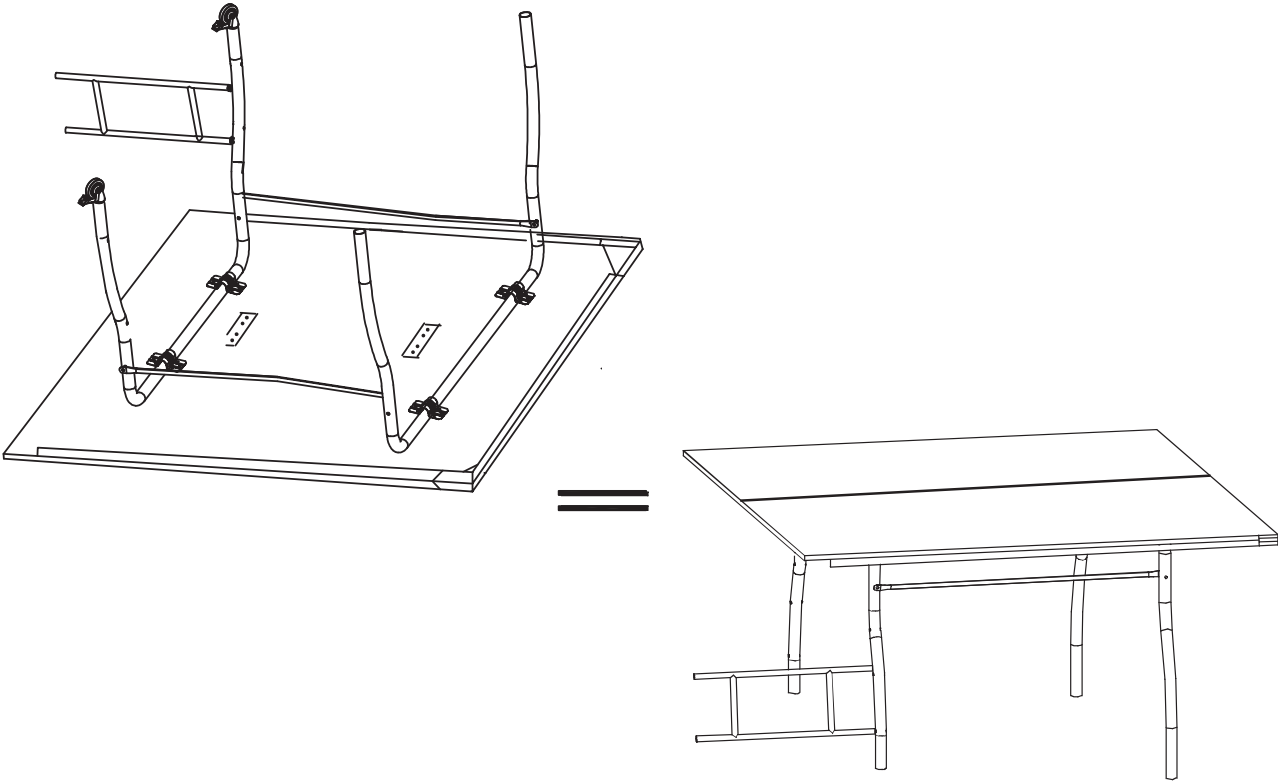


FIGURE 12

STEP13: Have an adult hold the two table tops in stable position. Attach the two table tops together, using bolts H5, washers H6 and plastic washers A17 as shown in FIGURE 13.

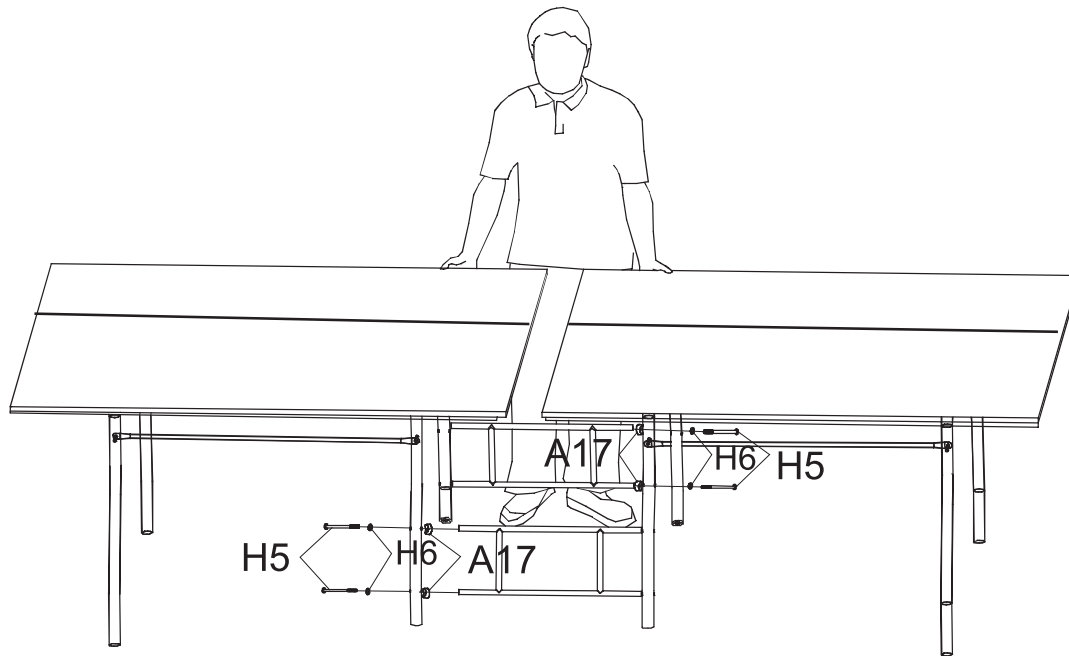


FIGURE 13

STEP14: Attach logo panels A6 to H leg A5 using bolts H2, washers H6 and nuts H7 as shown in FIGURE 14.

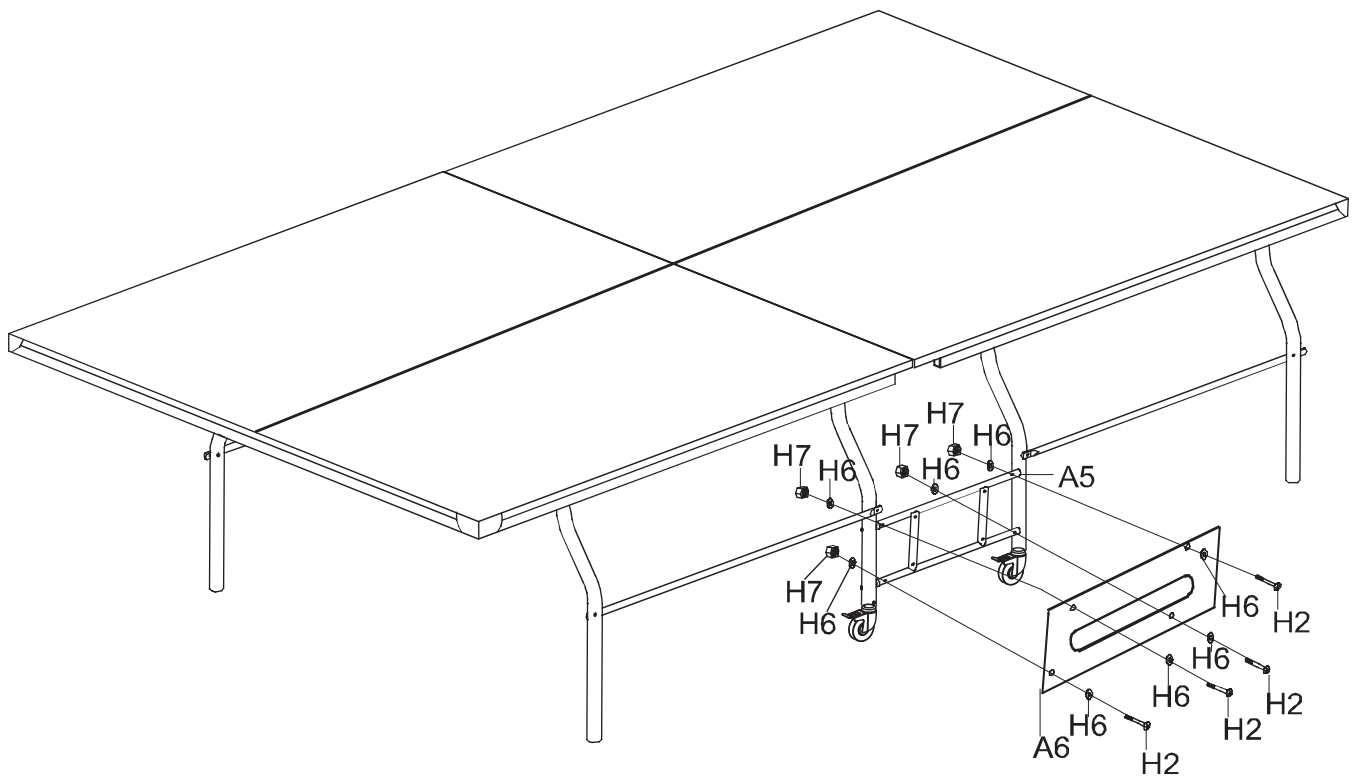


FIGURE 14

STEP15 : Attach the safety lock A10 to the inside of leg A3 using bolt H4, washer H6 and nut H7 as shown in FIGURE 15.

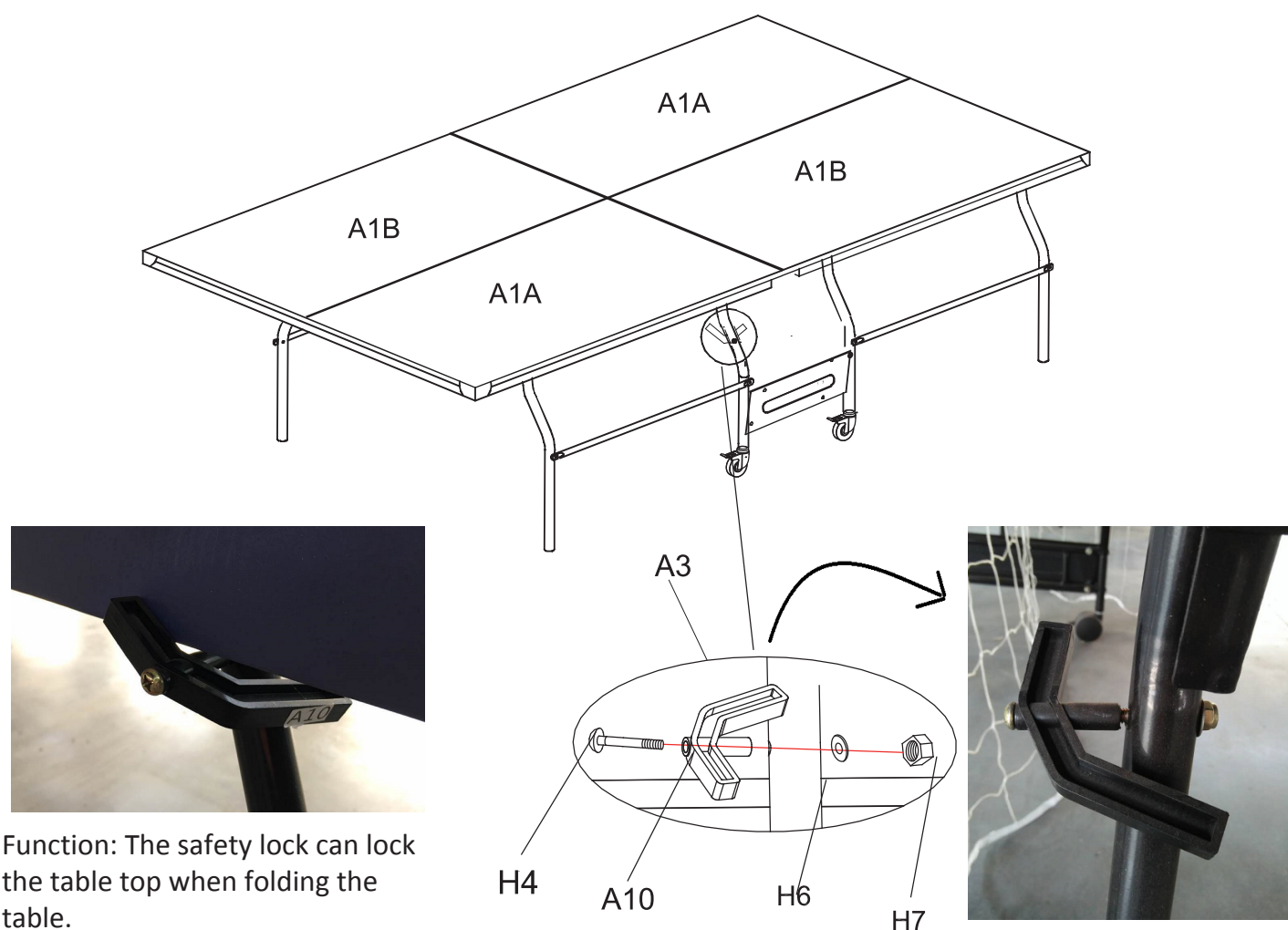
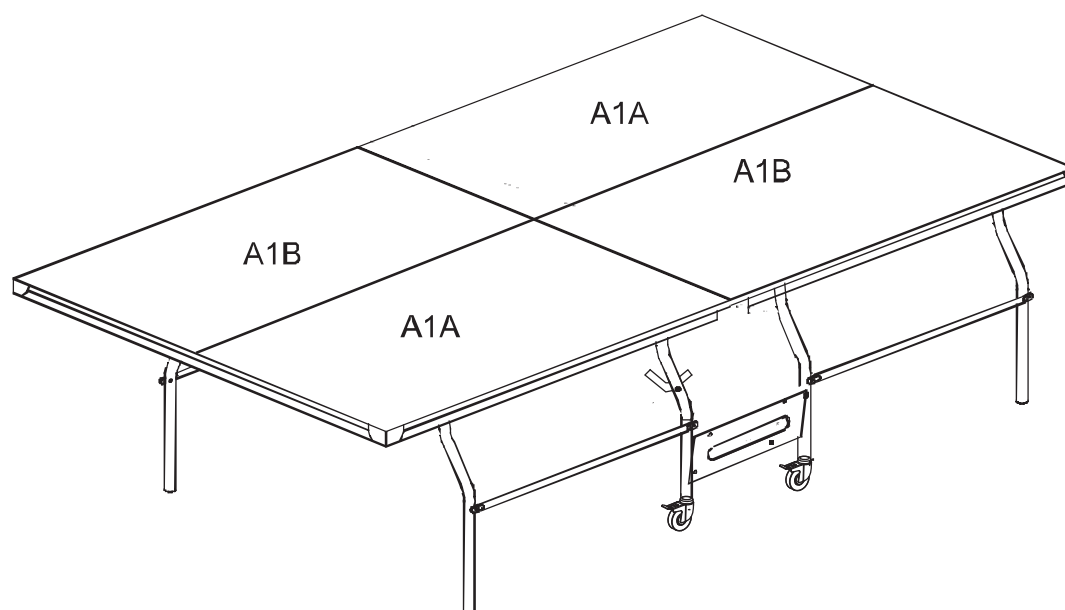


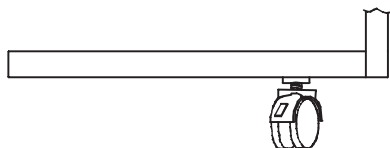
FIGURE 15

STEP16: Assembly as shown in FIGURE 16.

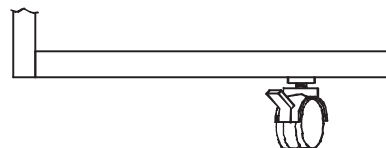


FOOT WHEEL OPERATION

LOCK THE FOOT WHEEL



UNLOCK THE FOOT WHEEL

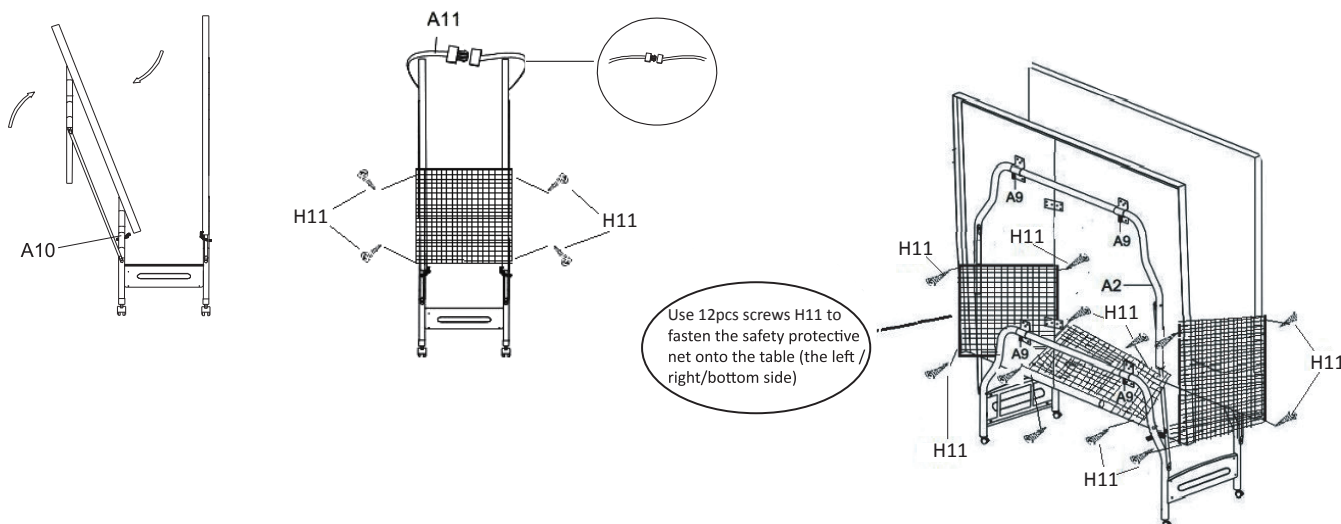


LOCK THE WHEEL TIGHTLY FOR STORAGE AND UNLOCK IT WHEN MOVING.

OPENING AND CLOSING INSTRUCTIONS

TO CLOSE:

1. REMOVE THE NET AND NET POSTS (not included) FROM THE TABLE.
2. SLOWLY LIFT THE END OF TABLE UPWARDS TO A VERTICAL POSITION UNTIL THE TABLE CLICKS INTO THE SAFETY LOCK AND IS FULLY SECURED IN CLOSED POSITION.
3. LIFT AND LOCK THE OTHER SIDE OF THE TABLE TOP IN THE SAME MANNER.
4. BUCKLE THE TIE-STRAP (A11) TO HOLD THE TABLE TOPS IN PLACE.
5. USE 12 PCS SCREWS (H11) TO FASTEN THE SAFETY PROTECTIVE NET ONTO THE TABLE TOP (THE LEFT / RIGHT / **BOTTOM** SIDE).



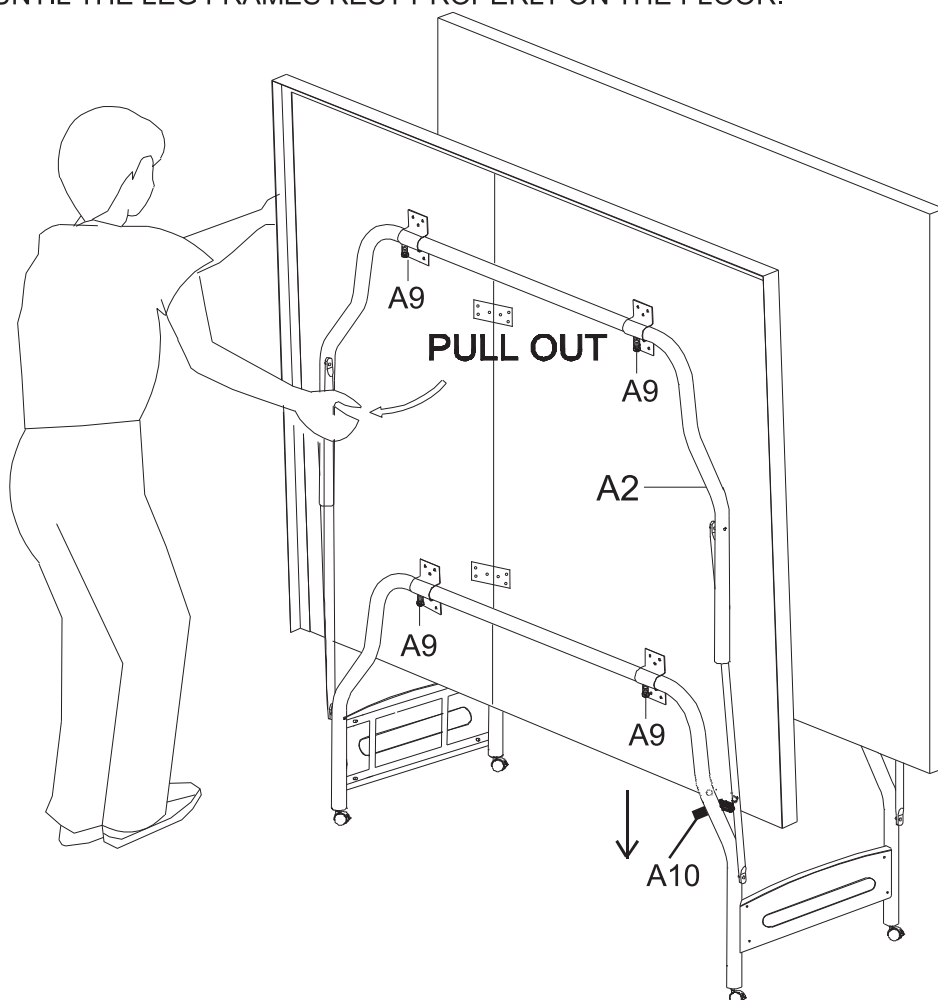
TO MOVE:

1. CLOSE THE SAFETY LOCKS TO SECURE THE TABLE TOPS AND PREVENT INCLINE.
2. RELEASE THE WHEEL BRAKES.
3. WITH ONE ADULT HOLDING EACH END OF THE TABLE, PUSH THE TABLE SLOWLY IN THE SAME DIRECTION.

⚠ CAUTION: MOVING THE TABLE WITHOUT RELEASING THE WHEEL BRAKES WILL DAMAGE THE WHEELS.

TO OPEN:

1. REMOVE THE PROTECTIVE NET.
2. FIRST UNBUCKLE THE TIE-STRAP AND THEN RELEASE THE SAFETY LOCKS WHILE HOLDING THE TABLE TOP STEADY.
3. PULL THE LEG FRAME OUT UNTIL FULLY EXTENDED. SLOWLY ALLOW THE TABLE TOP TO MOVE DOWNWARD UNTIL THE LEG FRAMES REST PROPERLY ON THE FLOOR.



WARNING

- CHILDREN MUST NOT BE ALLOWED TO OPEN/CLOSE THE TABLE. DO NOT ALLOW ANYONE UNDER 16 YEARS OF AGE TO FOLD UP OR CLOSE THIS TABLE FOR STORAGE.
- EXERCISE EXTREME CAUTION WHEN OPENING/CLOSING THE TABLE. IMPROPER HANDLING OR MISUSE CAN RESULT IN SERIOUS INJURY OR DAMAGE.

CARE AND MAINTENANCE

WARNING

- **DO NOT SIT, STAND, LEAN, WALK OR JUMP ON THE TABLE! FAILURE TO COMPLY WITH THIS WARNING COULD RESULT IN PERSONAL INJURY AND/OR PROPERTY DAMAGE!**
- **THIS TABLE MUST BE KEPT INDOORS TO PREVENT DAMAGE TO THE PLAYING SURFACE. DAMPNESS AND EXTREME TEMPERATURE CHANGES WHICH OCCUR ON PATIOS, IN GARAGES OR SIMILAR AREAS CAN CAUSE THE WOOD TO WARP, SWELL, CRACK OR BLISTER.**
- **WHEN YOUR TABLE IS NOT IN USE, IT SHOULD BE FOLDED UP AND STORED IN A DRY AREA. STORE IN A SAFE PLACE WHERE CHILDREN CANNOT REACH.**
- **VARIANCES IN EXTERNAL CONDITIONS SUCH AS TEMPERATURE AND HUMIDITY MAY CAUSE DISTORTION IN THE TABLE TOP AS IT EXPANDS OR CONTRACTS. THIS IS NORMAL AND SHOULD NOT CAUSE CONCERN AS IT DOES NOT DETRACT FROM THE PLAY OR UTILITY VALUE OF THE TABLE.**
- **UNEVEN FLOORS: IF THE TABLE DOES NOT SEEM LEVEL, IT MAY BE DUE TO THE FLOOR BEING UNEVEN. TABLE MAY NOT PLAY OR OPERATE PROPERLY. CHECK TO ENSURE THAT THE TABLE IS PLACED ON FLAT SURFACE.**
- **CLEANING YOUR TABLE: CLEAN THE TABLE WITH SOFT DAMP (NOT WET) CLOTH. TO PREVENT DAMAGE TO THE TABLE PLAYING SURFACE, DO NOT USE ANY CHEMICALS OR ABRASIVE CLEANING PRODUCTS.**
- **IMPORTANT: PERIODICALLY, LUBRICATE ALL MOVING PARTS, INCLUDING PIVOT POINTS, TO ENSURE SMOOTH OPENING AND CLOSING. A LIGHT LUBRICANT IS RECOMMENDED**
- **IF PARTS ARE BROKEN OR DAMAGED, STOP USING IT AND CONTACT SUPPLIER FOR REPLACEMENT PARTS**

TABLE TENNIS RULES

DEFINITIONS:

- A “rally” is the period during which the ball is in play.
- A ball is “in play” once the ball is intentionally projected in service.
- A “let” is a rally, the hand which is not scored.
- A “point” is a rally, the result of which is scored.
- A “ racket hand” is the hand which holds the racket.
- To “strike” is to touch the ball with the racket while carried in the racket hand, or with the racket hand below the wrist.
- To “volley” is to strike the ball in play without it having first touched the playing surface on the player’s side of the net since last being struck by the opponent.
- The “server” is the player required to strike the ball first in a rally.
- “Around the net” means under or around the projection of the net and its supports outside the table, but not between the end of the net and post.
- The part of the playing surface nearest the server and to his right of the center line is called the “server’s right hand court” and to his left the “server’s left hand court”. The part of the playing surface on the other side of the net from the server and to his left of center line is called the “receiver’s right hand court.”
- A player “ obstructs” the ball if he, or anything he wears or carries, touches it in play when it is above or traveling towards the playing surface, not having touched his court since last being struck by his opponent.

THE ORDER OF PLAY:

In singles: the server first makes a good service and then the receiver makes a good return. thereafter, server and receiver alternately each make a good return.

In doubles: the server first makes good service and the receiver returns the ball. Then the partner of the server makes a good return, followed by the partner of the receiver returning the ball. Thereafter, each player alternately in that sequence makes a good return.

A GOOD SERVICE:

Service begins with the ball resting on the palm of the free hand, which must be open and flat. The server then projects the ball upwards and strikes it before the ball touches anything. At the moment of impact of the racket on the ball , the ball must be behind the end line of the server’s court or any imaginary extension thereof and above the level of the playing surface. From the start of service until it is struck, the ball shall be above the level of the playing surface and behind the server’s end line, and it shall not be hidden from the receiver.

In singles: after striking it, the ball must first touch the server’s own court and pass directly over the net or around the net assembly, then touching the receiver’s court.

In doubles: the ball must first touch the server’s right half-court or center line. pass over the net, and then touch the receiver’s right half-court or center line. If, in attempting to serve, a player fails to strike the ball while it is in play, he loses a point.

A GOOD RETURN:

The ball, having been served or returned, shall be struck so that it passes over or around the net assembly and touches the opponent’s court, either directly or after touching the net assembly.

BALL IS IN PLAY-UNTIL:

The ball is in play from the last moment at which it is stationary on the palm of the server's free hand before being projected in service until:

- A point is scored.
- It touches the same court twice consecutively.
- It has been volleyed.
- It touches a player, or anything he wears or carries, other than his racket or this racket hand below his wrist.
- It touches any object other than the net or its support (referred above).
- It is struck by a player more than once consecutively.
- It is struck in doubles, by a player out of sequence, except where there has been a genuine error in playing order.

A ball which strikes the top edge of the table is still in play, A ball that strikes the side of the table below the edge, is out of play, so the play and the point are counted against the last striker.

A LET:

The rally is a let:

- If the ball is served, and in passing over or around the net it touches the net or its supports, provided the service is otherwise good or the ball is obstructed by the receiver or his partner.
- If a service is delivered when the receiver or his partner is not ready, except that a player may not be considered unready if he or his partner attempts to strike the ball.
- If owing to an accident outside his control, a play fails to make a good service or a good return or otherwise violates a rule.
- If it is interrupted for correction of an error in playing order.

LOSS OF POINT:

Unless the rally is a let, a player loses a point:

- If he fails to make a good serve.
- If he fails to make a good return.
- If he volleys the ball.
- If he, strikes the ball with the side of the racket blade which has an illegal surface.
- If he, or anything he wears or carries, touches the ball in play before it has passed over the end line or side line not yet having touched the playing surface on his side of the net since being struck by his opponent.
- If his free hand touches the playing surface while the ball is in play.
- If he, or anything he wears or carries, touches the net or its supports while the ball is in play.
- If in doubles, he strikes the ball out of proper sequence.

A GAME:

House rules: A game is won by the player or pair first scoring 21 points unless both players or pairs have scored 20 points. In this case, the winner is the player or pair to first score 2 points more than the opposing player or pair.

International rules: A game shall be won by the player or pair first scoring 11 points unless both players or pairs score 10 points, when the game shall be won by the first player or pair subsequently gaining a lead of 2 points.

A MATCH:

A match shall consist of the best of any three or five games.

THE CHOICE OF ENDS AND SERVICE:

The choice of ends and the right to serve or receive first in a match shall be decided by a toss. The winner of the toss may.

- Choose to serve or receive first and then the loser has the choice ends.
- Choose an end and then the loser has the choice to serve or receive first.
- Require the loser to make first choice.

In doubles: the pair having the right to serve first in any game decides which partner will do so. In the first game of a match, the opposing pair then decides which partner will receive first, in subsequent games of a match. the serving pair chooses their first server and the first receiver then is established automatically to correspond to the first server.

THE CHANGE OF ENDS:

House rules: the player or pair who started at one end in a game starts at the other end in the next game and so on, until the end of the match. in the last possible game of match, the players or pairs shall change ends when the first player or pair reaches the score of 10.

International rules: the player or pair starting at one end in a game shall start at the other end in the next game of the match and in the last possible game of a match the players or pairs shall change ends when the first one player or pair scores 5 points.

THE CHANGE OF SERVICE:

In singles, after five points the receiver becomes the server and so on. Until the end of the game or the score 20-20. from the score of 20-20. each player delivers only one service in turn until the end of the game.

In doubles:

- The first five services are delivered by the selected partner of the pair who has the right to serve and are received by the appropriate partner of the opposing pair.
- The second five services are delivered by the receiver of the first five service and are received by the partner of the first server.
- The third five services are delivered by the partner of the first server and received by the partner of the first receiver.
- The fourth five services are delivered by the partner of the first receiver and are received by the first server.
- The fifth five services are delivered and received as the first five, and so on until the end of the game or the score 20-20.
- From the score 20-20 the sequence of serving and receiving are the same, but each player delivers only one service in turn until the end of the game.

The player or pair who served first in a game receives first in the next game and so on, until the of end of the match. in the last possible game of a doubles match, the receiving, pair changes the order of receiving when either pair first reaches the score of 10. in each game of a doubles match. the initial order of receiving is opposite to that in the immediately preceding game.

SERVING RECEIVING OUT OF ORDER:

- If by mistake, the player neglect to change ends when required, play is interrupted as soon as the error is discovered and the players change ends. If a game has been completed since the error, the error is ignored.
- If, by mistake, a player serves or receives out of turn. Play is interrupted and continues with that player serving or receiving who, according to the sequence established at the beginning of the match, should be server or receiver respectively at the score that has been reached.