

Made in Thailand
Franklin Sports Inc.
Stoughton, MA 02072



For replacement parts:
Visit: www.franklinsports.com/54054
Email: parts@franklinsports.com
Call: 1-800-225-8649

Franklin®

SPYDER PONG

ITEM NUMBER: **54054** **54054X**



NOTE: PRINT FRONT TO BACK, BOOKLET STYLE



CUSTOMER SERVICE COMMITMENT

Thank you for purchasing this Franklin® product! In the event that the product you've purchased has missing or damaged parts, please contact us at:

parts@franklinsports.com

or

Visit our website at: **www.franklinsports.com/54054**

If possible, please include product part number and parts description so we can best assist you.

WE'RE HERE FOR YOU!

**PLEASE DO NOT RETURN THIS PRODUCT TO
THE STORE IT WAS PURCHASED FROM.**

**WE ARE COMMITTED TO FULFILLING ALL
REPLACEMENT PART NEEDS IMMEDIATELY.**

Thank you for your continued support, and welcome to the #FranklinFamily!

3. **SPIKE IT!** Once your partner sets the ball to you, you are free to Spike the ball into the net. A good Spike will not be returned by the opponents and will earn you a point. Striking the Rim or a Clip is considered OUT, and results in loss of possession.



NOTE – Teams have 3 hits amongst themselves to get the ball back to the net (the same number of hits allowed as normal volleyball). If they cannot do so, the opposing team is granted a point. No player can hit the ball twice in a row. (sets and spikes are both included when counting hits)

SCORING: Only the team serving the ball is able to score a point during gameplay. A point is earned if the opposite team is unable to return the ball to the net at any time during gameplay.

SERVING: If the team that's serving the ball is the team that's unable to return the ball to the net, the opposing team is then granting the following serve.

WINNING SPYDER PONG:

- The first team to reach 21 points wins the game. Keep in mind you can only score a point when your team is serving the ball.
- Must win by 2 points
- Optional games to 11 allowed
- Shutout Rule - If a team reaches (9-0) during gameplay, the team win 0 points automatically loses.

CONTROVERSY RULES:

Once the ball is hit to the net by Team "A", they must do everything in their power to grant Team "B" a fair chance to hit the ball back to the net.

ON A SERVE – If the ball doesn't bounce cleanly off of the net to the opposing team during the serve, the serving team loses their turn and service is transferred to the opposing team. Rimmers lose a point and hitting the pocket (outside area where the ball doesn't cleanly bounce) is a do over.

PARTS LIST

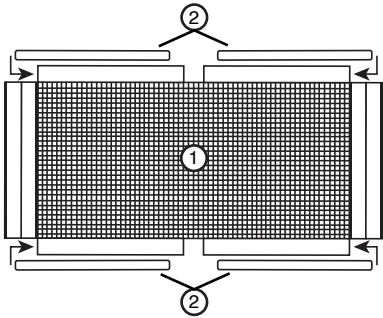
1 Net Table Top Rep. Part: 54054-R1 QTY x1	2 Table Top Tubes Rep. Part: 54054-R2 QTY x7	3 Leg Tubes Rep. Part: 54054-R3 QTY x6	4 Corner Joints Rep. Part: 54054-R4 QTY x4
5 Middle Joints Rep. Part: 54054-R5 QTY x2	6 Net Rep. Part: 54054-R6 QTY x1	7 Posts Rep. Part: 54054-R7 QTY x2	8 Leg Caps Rep. Part: 54054-R8 QTY x6
9 Paddles Rep. Part: 54054-R9 QTY x2	10 Large Ball Rep. Part: 54054-R10 QTY x1	11 Small Ball Rep. Part: 54054-R11 QTY x1	12 Inflating Pump QTY x1

ASSEMBLY INSTRUCTIONS

GENERAL NOTE

1. Find a clean, level place to begin the assembly of your Spyder Pong.
We recommend that two adults work together to assemble this Spyder Pong.
2. Remove all the parts from the box and verify that you have all of the listed parts as shown on the parts list page. Carefully cut or tear the four corners of the box so that the bottom of the box can be used as your work surface.

STEP 1



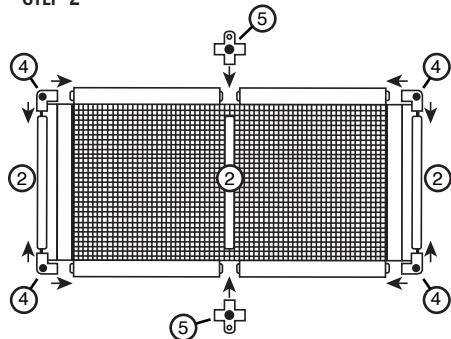
PARTS

- 1 x1
- 2 x4

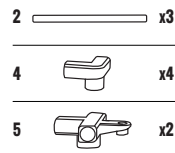
NOTE

Slide the **Table Top Tubes** (#2) through the sleeves of the **Net Table Top** (#1).

STEP 2



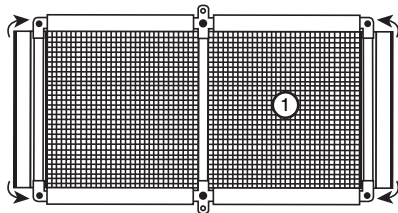
PARTS



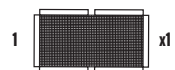
NOTE

Connect the **Table Top Tubes (#2)** together by using the **Middle Joints (#5)** and the **Corner Joints (#4)**.

STEP 3



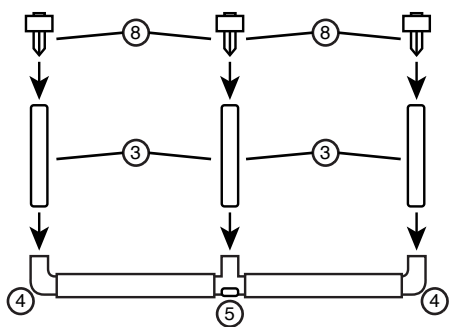
PARTS



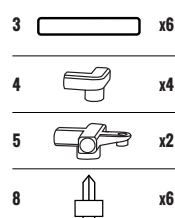
NOTE

Fold over self stick net ends around end tubes and secure.

STEP 4



PARTS

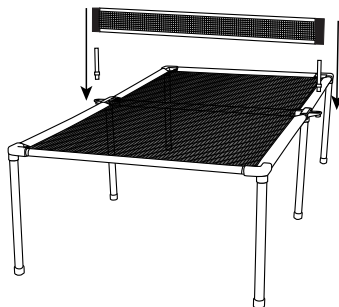


NOTE

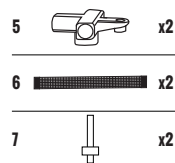
Insert the **Leg Tubes (#3)** into the **Corner Joints (#4)** and **Middle Joints (#5)**. Insert the **Leg Caps (#8)** into the Legs.

If playing on grass, sand, etc. Be sure the ground stake end of the cap is used for added stability.

STEP 5



PARTS



NOTE

Flip table over. Insert **Posts (#7)** into the **Middle Joints (#5)**. Slip **Net (#6)** sleeves around posts. Tighten velcro to increase net tension.

YOU ARE NOW READY TO PLAY!

PREPARING FOR PLAY:

Spyder Pong: This game is played with (2) teams, consisting of either (2) or (3) players per team.

Spyder Pong Paddle Ball: This game is played with 2 players.



NOTE – Teams are chosen amongst the group evenly. Flip a coin or volley for preferred service. Players should line up next to their teammate, but are free to move anywhere around the net once the ball is put into play.



SPYDER PONG TERMS:

Serve – A ball struck into the net from Team (A) to Team (B) to commence play

Set – Volley between teammates to keep play alive or position to spike

Spike – Aggressive striking maneuver when attempting to score

1. **SERVE IT!** Teams should volley for serve to determine who goes first. The serve results from a player on Team A striking the ball overhand into the net for the player on Team B across from them. A “gentlemen’s serve” is suggested for normal play, where the ball must be easily returnable. Each point should begin with a serve.



2. **SET IT!** A served ball **MUST** be set to one’s partner, as it is illegal to spike a serve. A set is any strike of the ball that allows a volley to ensue. This is to set-up one’s teammate’s spike. For any consecutive rallies, the number of sets are optional, up the max of (3) hits total per team per turn.

