

21x29cm正反面说明书

2 | 6+
Years

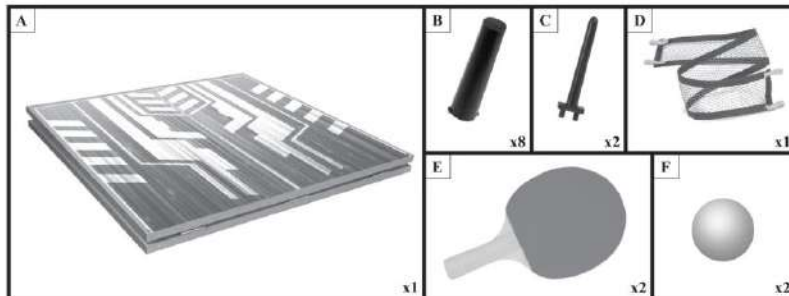
PING PONG TABLE

43-383-733 / MA2302

Instructions



PARTS LIST



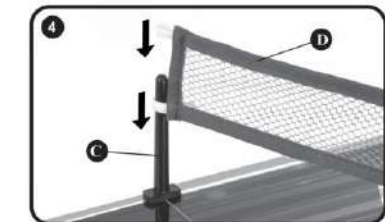
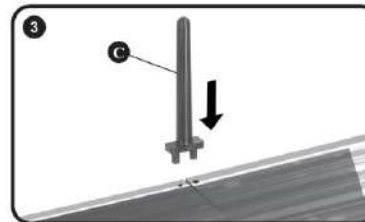
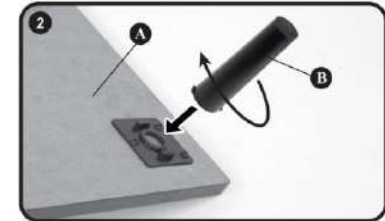
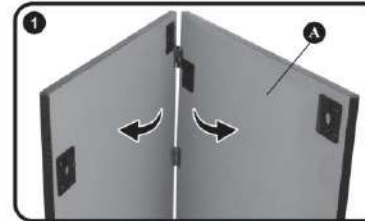
MADE IN CHINA
CUSTOMER SERVICE:
KIMART AU: 1800 124 125
KIMART NZ: 0800 945 995
TARGET AU: 1300 753 567

241064

WARNING:
CHOKING HAZARD - Toy contains small parts and small balls. Not for children under 3 years.

WARNING: FOR SAFETY REASONS, REMOVE ALL TAGS, LABELS AND PLASTIC FASTENERS BEFORE GIVING THIS TOY TO YOUR CHILD.

ASSEMBLY INSTRUCTIONS



Before using the game for the first time, the following set-up steps must be taken by an adult.

1. Find a firm, flat level surface and then gently unfold the tabletop up until it is completely open.
2. Press down, then twist the leg (B) so the slots slide into the grooves and lock the leg into position (see diagram 2). Repeat the same for the other 7 legs provided.
3. Push the net post (C) into the two holes on the edge of the table (see diagram 3).
4. Slide the two loops on the end of the net (D) over the post. Repeat the same for the other side (see diagram 4).

*NOTE - Push the post (C) straight down, not at an angle, to avoid breaking the two pegs.

GAME RULES

A game is started when one player (server) makes a service before the receiver makes the return.

The server should:

1. Start with the ball resting freely on an open palm.
2. Project the ball near vertically upwards, without imparting spin.
3. Strike the ball so that it touches first his court and then, after passing over the net assembly, touches directly the receiver's court.
4. Once the ball has been served, both players are to make returns until a point is scored.

A point is scored when:

1. An opponent fails to make a correct service.
2. An opponent fails to make a return.
3. The ball touches any part of an opponent's body.
4. An opponent strikes the ball twice in succession.
5. If an opponent, or anything an opponent wears, touches the playing surface or net during play.

Scoring:

After 2 points have been scored, the receiving player shall become the serving player and so on until the end of the game.

To win:

A set is won when one of the players first scores 11 points.
In the event that both players score 10 points, a set is won by the first player to gain a 2-point lead.
A full match is won when a player wins the best of any odd number of sets (3,5,7).