

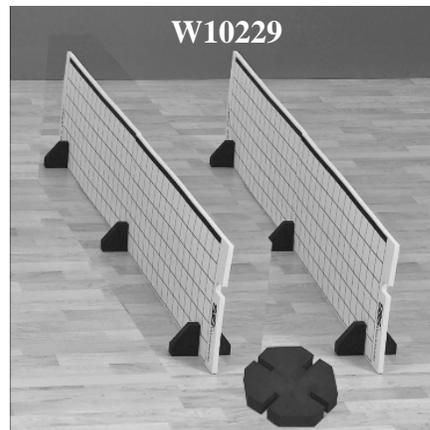
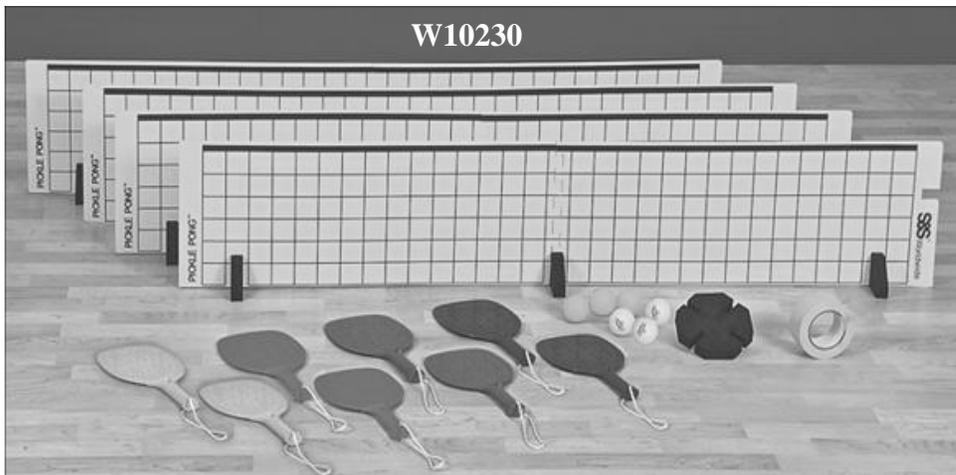
Pickle Pong Instructions

W10229 Pickle Pong Nets / W10230 Pickle Pong Pack

CONTENTS:

W10229 – Includes 2 complete nets and one net connector. Each net consist of 2 pieces of foam, 3 foam feet.

W10230 – Includes 4 nets, 2 net connectors, 8 Paddles, 6 Pickle Pong Balls (Jumbo Table Tennis Balls), and a roll of 2" wide floor tape.



SET-UP:

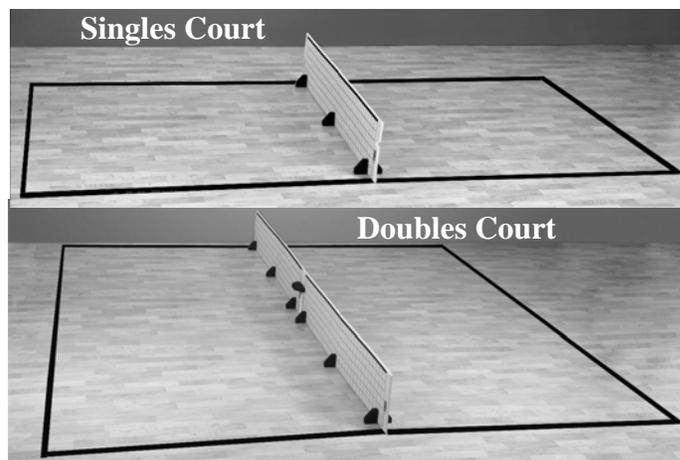
Nets: Snap the two puzzle cut sides of the net together and insert a foam foot into each of the 3 slots along the bottom of the net to create a singles net. When assembled each net measures about 5-1/2' (66") wide x 12-1/2" high. Use the net connector to create a doubles net or a 4 square net.

Courts: The dimensions listed below are a starting recommendation, feel free to adjust. Use the 2" wide floor tape to mark off an appropriate sized area. If playing on a gym floor with basketball lines, you can save some time and money by using existing painted lines as some of the lines of the courts!

Singles Court: 12' long x 5-1/2' wide, so each players side would be 6' long x 5-1/2' wide.

Doubles Court: 12' long x 11' wide, so each half court would be about 6' long x 11' wide.

Four Square Court: The finished court is about 11' square with each of the 4 players squares being about a 5-1/2' square.



PLAY:

Singles: This game is played like table tennis. The first person to score 21 points wins and be ahead by 2 or more points the game. Games can also be shorted to 11 or 15 points, if there are not enough courts or equipment for all those that want to play in order to shorten the waiting time.

Serving - The serving rules are much like in table tennis. Players serve 5 times in a row and then alternate back and forth. When serving a player must stand behind the back or baseline, holding the ball in their hand the server lightly tosses the ball into the air, as the ball is dropping and before it hits the ground, the server must strike the ball such that it bounces once on their side of the court, goes over the net and bounces onto the opposing players side of the court. If the server fails to strike the ball before it hits the ground, have it bounce on their side of the court or have it land in the opposing side of the court, the server loses that point. There are no "bads" allowed, the server must get it right on their first attempt for each of their 5 serves. If the ball hits the net on the serve it is considered live, it is does not go over the net then the server loses the point. If it goes over and lands in the returners court, then the returner must play the ball.

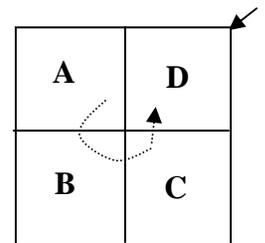
Scoring - If the serve is successful, then the opposing player must return the ball by hitting it with their paddle over the net and back into the server's court. The returner must allow the ball to bounce on their side of the court, no tennis style volleying is allowed. Both players continue hitting the ball back and forth until one of them either hits the ball into the net or fails to land it into the opposition's court. If the ball touches the net and goes over and lands in the other player's court, that shot is good and play continues. If it hits the net and does not go over, the player who hit the ball into the net loses the point. Players may stand anywhere before or during a point in order to strike the ball, including inside their side of the court. If a ball hits a player while either of their feet is inside the court, the player who was hit by the ball loses that point. If the ball hits a player while both feet are outside of their court, then the player that hit the ball loses the point. Players must always let the ball bounce on their side of the court before attempting to return it, no tennis style "volleys" are allowed. If a player touches the net with any part of their body or paddle at any time during a point, they lose that point.

Alternate Serving Style – If table tennis type serving is too difficult for the players, an alternate style of serving is to have the player bounce the ball once before striking it. In this style of serving the ball does not need to bounce on the server's side of the court. The server instead must hit the ball directly into the opposition's side of the court. To prevent overhead tennis style serves when using this type of serves, the serve should be served underhand and the ball must travel in an upward direction at the start of the serve. All other rules remain the same. The instructor should select, one of the two serving styles should be used by both players for the entire game. From experience, the alternate style is probably a little easier for players completely new to racket and paddle style sports.

Doubles on a Single Court: This is played very much like doubles table tennis. Two players play on each side of a singles court. Everything is basically the same as singles with two exceptions. Serves alternate sides after every 5 points, but also must alternate teammates once the serve comes back to a team. Thus is player 1 and 2 were playing against players 3 and 4, player 1 would serve 5 times, followed by players 3, 2 and 4 and then repeating that pattern until one team wins. The second difference is that players must alternate shots on every return. For example, player 1 would serve to player 3, who would return it to player 2, who would return it to player 4, etc. The receiving team would assign a player to always receive and return one and only one of the oppositions serves. The major difficulty here is for players to get into position on their turn to hit the ball and then get out of the way when it is their teammates turn. This can be very fun, but is recommended only for older and or more advanced players.

Double on a Doubles Court: This is played a little like double tennis, where each teammate is generally responsible for half of their side of the court, but all the serving and scoring rules from the singles rules above still apply. Serves alternate sides after every 5 points, but also must alternate teammates once the serve comes back to a team. Thus is player 1 and 2 were playing against players 3 and 4, player 1 would serve 5 times, followed by players 3, 2 and 4 and then repeating that pattern until one team wins. The server can serve to either of the two opposition players. In this version, players do not need to alternate shots and either player on a team can return the ball.

Four Square: This game is played similar to the classic playground 4 square game, except with paddles and the Pickle Pong nets. Each of the four squares should be designated as 1, 2, 3, 4 or A, B, C, D. Square 4 or D would be the square in which the ball is served. Players enter in square 1 or A and as long as they are not out, progress up to the next higher open level until they reach the serving spot. The server should stand with one foot on the far corner of the D box (where the arrow points) and the other foot outside the D box. The server bounces the ball once and then may hit the ball into any of the other 3 squares (A, B or C). On the serve, the ball must be hit in an upward arc to start the serve. A serve must land in an opposing players box without hitting the net. If it hits the net or lands outside of the designated boxes, they are assigned a fault. A server is allowed one fault is allowed. If they fault twice in a row, they lose the serve and must get back in line to enter the A box. Once the ball is successfully served the other players must keep the ball in play by allowing it to bounce once in their court and then hitting into any of the other 3 players courts. After the serve, the nets are considered in play. Players can play balls that bounce off a net after it bounces in their court or after it hits their net in flight from an opposing player and then bounces once in their court. A player that fails to keep the ball in play loses their square, should give their paddle to the person at the front of the line to get into the A court, and then go to the end of the line of players waiting to enter the A court. If the player that lost their spot was in the C square, the B player would move to the C square and the A player to the B square. Similarly as long as the player that missed the point was not in the A square, the other players would rotate and advance to the next open square available.



Additional Equipment: Additional paddles, balls and tape can be purchased individually from S&S Worldwide under the item numbers listed below.

Paddles – W5379001 Jr. Spectrum Paddles

Balls – W9989 Jumbo Table Tennis Balls (Pickle Pong Balls)

Floor Tape – W4540 Floor Tape, 2" wide x 60 yards long. Available in 7 colors.