

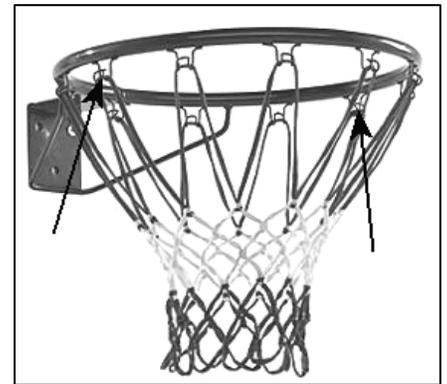
W9674 SuperHoop Toss Target Installation Guide

The SuperHoop Toss Target is designed to be hung from a basketball rim. The targets include 2 large metal caribiners that allow the target to be quickly hung from many styles of rims. If possible, simply push the spring loaded portion of the caribiner over the rim and allow it to lock on the rim. The two caribiners should be placed on opposite sides of the rim as shown in the images to the right.



If the caribiner will not fit over the rim, then they can be used to attach to the top loop of the net on opposite sides of the rim.

Another option would be to take the string attached to the target and loop a portion of it through the rings that hold the net.



A final possibility is to attach it to the back of a backboard. Some backboards will have holes or slots on the backboard into which the caribiners will lock into.

In general the wider the connection points the more stable the target.



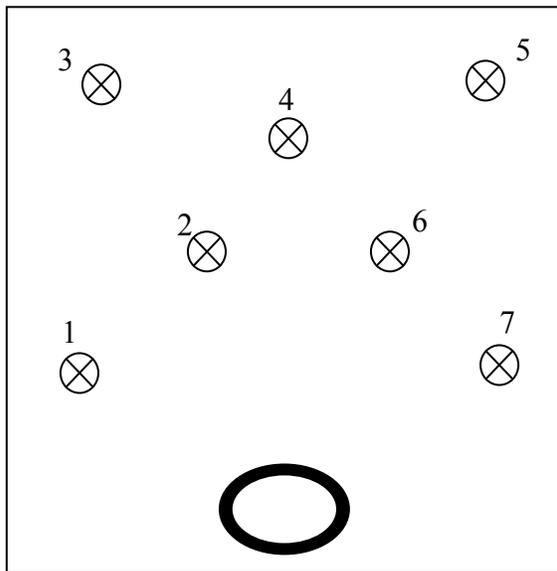
W9674 SuperHoop Toss Target – Activity Ideas

1. Scooter Ball Toss Game – Players pass ball to their teammates, once they catch the ball they have to stop pushing off (they are allowed to glide to a stop). No intentional contact is allowed and no shooting from within the rectangular part of the basketball key is allowed. Two points are awarded for the team that throws a ball through the hoop target without making contact with the target. One point is awarded for a ball that hits the target, but does not pass through.

2. Team Handball – The SuperHoop Toss Targets are the goals. No shooting from within the 3 point circle for middle and high school players. No shooting inside the key for younger players. Player may run and leap across the line and throw while in the air.

3. Scooter Lacrosse – The SuperHoop Toss Targets are the goals. Using our W8115 Skillbuilder Lacrosse sticks or W9698 Soft Lacrosse Set, sit each player on a scooter and give them a lacrosse stick. To minimize the contact of a real lacrosse game, once a player has the ball in their stick, they must stop moving and other players cannot try to dislodge the ball from their stick by hitting it with their stick. Defenders can raise and wave their sticks to try to block a shot or pass. They can either shoot at the Target or attempt a pass to a teammate.

4. Team Toss – Mark off various shooting location on the gym floor and assign sequential number to each location. Each player on a team is given a ball to toss. Players toss their balls at the target and earn points each time the ball passes through the target. After tossing their ball, whether they get it through the target or not, players must retrieve their own ball and advance to the next sequential spot. Players must remain in the same order.



5. Basketball – Plays just like basketball, but players must bounce the ball through the hole.

6. Through the Hole Catch – Two players stand about 6 to 10 feet from the target on opposite sides of the Target. Players toss any type of ball with the goal of getting it through the target and having their partner catch the ball! Add scoring, by awarding one point for getting it through the target and two for a catch of a successfully thrown ball. Points stop accumulating when a ball does not make it through the hole. See how high a team can score!