E-Jet Sport
Since 1975

ASSEMBLY INSTRUCTIONS

ASSEMBLY TIPS:

1 - Please read the instructions carefully, and follow all assembly, operation or safety instructions properly in order to avoid damage or injury.

2 - Some figures or drawings may not look exactly like your product. Please read and understand the text before beginning each assembly step.

NOTICE!

1 - Check all contents are included before assembly.

2 - Always assemble and disassemble the product under adult supervision.

3 - Check the equipment each time before use.

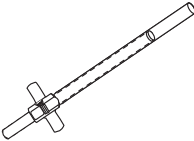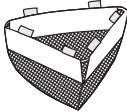4 - Any breakage found on the product, please stop assembling or disassembling it.

⚠ **WARNING:** Adult Assembly Required.

⚠ **WARNING:**

CHOKING HAZARD -- This item contains small parts. Not suitable for children under 3 years.

PARTS LIST

1 For FIG. 2		**2** For FIG. 3		**3** For FIG. 3		**4** For FIG.1	
Leg (6pcs)		Mesh Pocket (2pcs)		Large Pole (6pcs)		Small Pole (6pcs)	
5 For FIG. 5		**6** For FIG. 1		**7** For FIG. 2		**8** For FIG. 2	
Mesh Netting (2pcs)		3 Way Cap Connector (6pcs)		Leg Cap - Round (6pcs)		Leg Cap - Stake (6pcs)	
9 For FIG. 6		**10** For FIG. 6		**11**			
Green Disc (2pcs)		White Disc (2pcs)		Carry Bag (1pc)			

ASSEMBLY INSTRUCTIONS

FIG.1

COMPONENTS		QTY
4		X6
6		X6
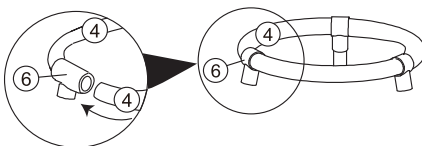
Connect three small poles (#4) with three 3-way cap connectors (#6)

When connecting the third pole, both hands should be close to the connector. Do not force the pole to connect. Adjust a proper angle before fixing the third pole.

FIG.2

Unlock the 4-way connectors on the legs (#1),extend the inner poles and connect the round caps (#7) to the inner poles. If the disc golf set will be used on grass, connect the stake caps (#8) to the inner poles.

COMPONENTS		QTY
1		X6
7		X6
8		X6

FIG.3

COMPONENTS	QTY
③ ⌒	X6
② ◥	X2

FIG. 3B

③

③

FIG. 3A

③

②

FIG. 3C

①
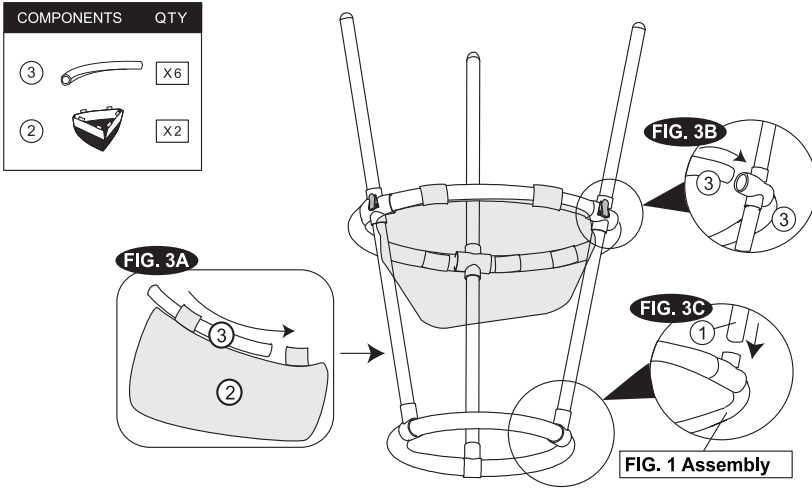
FIG. 1 Assembly

Slide large poles (#3) through the mesh pocket sleeves (#2), then insert the
large poles (#3) into the 4 way connectors (#P3). (See FIG. 3A and 3B.)
Next insert the leg (#1) into the top Joint of FIG. 1 Assembly. (See FIG. 3C.)
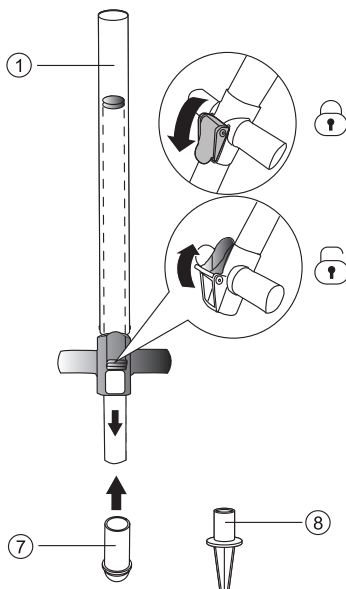repeat for all 3 legs.
NOTE: make sure that all connectors are correct.

FIG.4
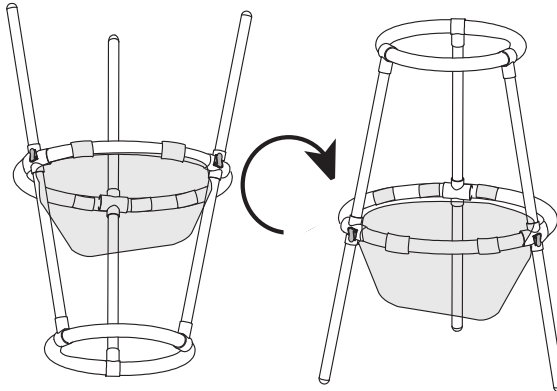
Turn over the FIG. 3 Assembly.   (See FIG. 4.)

FIG.5

COMPONENTS	QTY
⑤	X 2

FIG. 5A

6

5

5

6

5

5
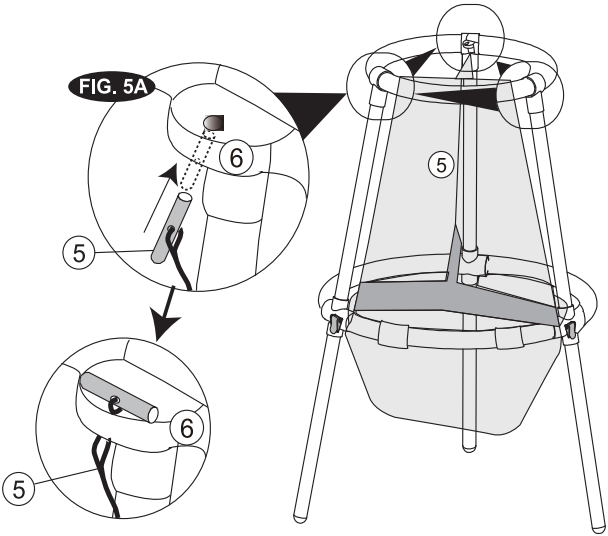
Insert the knots of the mesh netting (#5) through the holes of the 3 way cap connectors (#6). (See FIG. 5A.)
Repeat for all 3 sides.

FIG.6

COMPONENTS	QTY
⑨	X 2
⑩	X 2
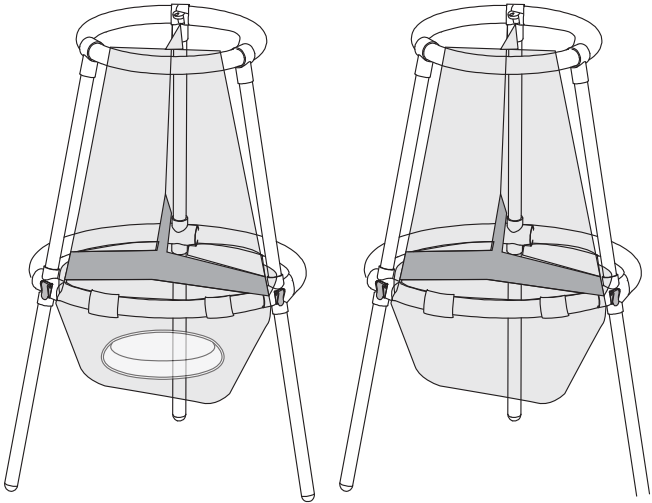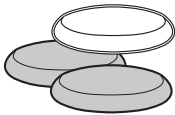
YOU ARE NOW READY TO PLAY!

5

ASSEMBLY TIPS

FIG.A

THE ASSEMBLY IS COMPLETE
Unlock the 4-way connectors on the legs to adjust the height of the disc golf set.
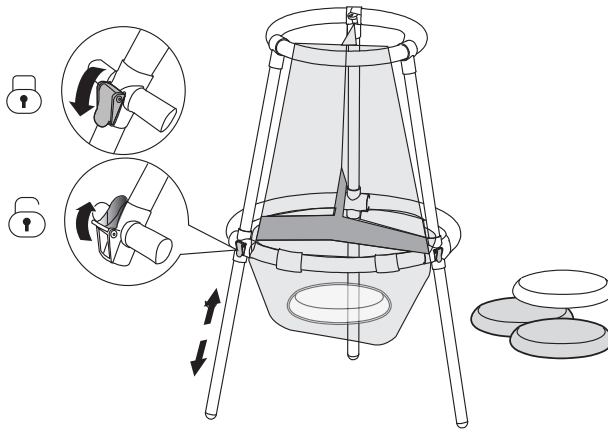
FIG.B

CARRY BAG
Place the poles, connectors, leg caps, mesh netting and mesh pockets into the Carry bag.Then place the discs into the front pocket.
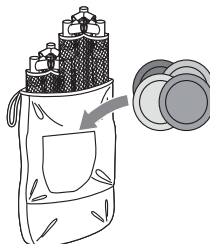
GAME RULES

Objective of the game

Like regular golf, disc golf is won by the player with the lowest score. Players set up their own golf course using the targets as the "holes" and decide on the number of targets in their course and the PAR at each target. PAR is the average number of throws it takes players to land their discs in the targets. At each target, players take turn throwing their disc to try to land it in the target with the fewest number of throws. The player who has completed all targets with the lowest score wins.

Before the game

1. Recruit players. Recommended number of players: 2–4.
2. Select a playing area where the players will not impact other nearby activities and cause any danger to others and themselves.
3. Agree on how many targets (2–18) the game will include.
4. Agree on the PAR for each target. Refer to the PAR guide below for suggestions.

Distance from Tee to Targe	PAR
30ft (10 m)	3
30-60 ft (10-20 m)	4
> 60 ft (> 20 m)	5

The PAR numbers can be changed according to circumstances. They include special needs of the players (e.g. age), obstacles or change in elevation.

5. Agree on the tee locations. The tee is where a player stands when first throwing their disc for a target.
6. Place the targets at the selected locations. Create the disc golf course using natural elements such as trees, bushes and elevation changes to make the course more challenging.
7. Get paper and pencils to keep scores. Refer to the sample scorecard below.

	Target 1 PAR= -	Target 2 PAR= -	Target 3 PAR= -		Game
Player 1					
Player 2					

8. Decide on the teeing order of the players by flipping a coin or disc.
9. Assign a disc color to each player.
10. Try a few warm up throws.

Playing the game
1. The winner of the disc/coin flip stands at the tee and throws first. This is called a "stroke". The remaining players take turns throwing their disc towards the first target.
2. After all players have thrown their disc, the player whose disc is farthest from the target goes first. The players alternate turns until all players have thrown their disc into the target.
3. Count the number of throws it takes each player before their disc lands in the target. Compare the players' numbers to the PAR and keep the scores.
   The disc must be entirely inside the target. A disc landing on top of or leaning up against the target is not considered "in".
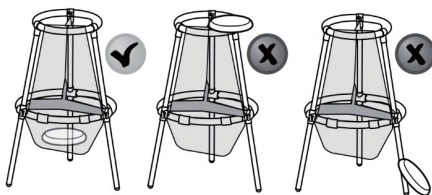
4. The player with the lowest score at the last target will begin playing at the next one.
5. Repeat playing until all the targets are complete. The player with the lowest total score after the last target wins.

Game variations
Easier game
– Shorten the distance between the tees and targets for young, inexperienced or special needs players. For quicker game play, allow less skilled players to throw the disc from where the closest disc landed.

Harder game
– Lengthen the distance between the tees and targets. Place targets behind trees, rocks or other obstacles to increase difficulty.

First one in
– Skip PAR scoring. Instead, the first player whose disc lands in the target scores one point. All players then move on to the next target. This continues until all the targets have been played. The player with the highest score wins.

Select a side
– Before throwing, the first player must select which side of the target will be the scoring one. The targets have three directions that a disc can enter. If the player's disc does not enter the selected side then no point is scored.