

# POP-A-SHOT®

## HOME DUAL SHOT

### ASSEMBLY INSTRUCTIONS



Model: PASHOM19-02 REV 8-18-21



[support@popashot.net](mailto:support@popashot.net)



[www.popashot.net](http://www.popashot.net)

## The Fine Print

### Warranty

As described in and as limited by this Warranty, Pop-A-Shot Enterprise, LLC (the "Company") warrants this product to be free from defects in workmanship and materials for a period of 360 days from the date of original purchase. The term defects shall mean any imperfections that impair the use of the product. The company reserves the right to request confirmation of proof of purchase when requesting parts or service in order to confirm that this product is within its warranty period and terms.

### What is Covered:

Just about everything, but mainly defects in materials and workmanship. This warranty is void if the product is:

- Damaged through improper usage or storage, negligence, misuse, abuse, transportation damage, acts of nature, or accident (including failure to follow the instructions supplied with the product).
- Used in commercial applications, rentals or a commercial environment.
- Modified or repaired by anyone not authorized by the company.

### What the Company Will Pay For:

- If any part or component of the product which is covered by this warranty is found by the company to be defective, the company will provide replacement parts without charge. The company's obligation to repair or replace the product or any portion of thereof, shall be limited to the original purchase price of the product.
- If during the warranty period, the product is found to be defective, the company will, at the company's option, repair, replace or make remuneration for the product (either the same or equivalent value) without charge.

### To Obtain Warranty Service:

- You must return the original copy of your sales receipt to the company showing a purchase from an authorized retailer.
- You must email the company's customer service department at [support@popashot.net](mailto:support@popashot.net) to notify the company of the nature of the problem. Customer service is available Monday through Friday between the hours of 8:00am and 5:00 P.M. CST. At the company's option, replacement parts or a new product (either the same or equivalent value) will be sent to you at no charge.
- If you are instructed to return the product to the company for servicing, you are responsible for shipping the product, at your expense, to the address designated by the company in packaging that will protect against further damage.
- You must also include your name, address, daytime telephone number, product model number, and a description of the problem.
- The company will pay for any shipping charges to return the repaired or replaced product to you.

This warranty gives you specific legal rights, but you may also have other rights that vary from state to state.

If you have questions regarding this warranty or the operation of the product, please email us at [support@popashot.net](mailto:support@popashot.net).

### Some Warnings



This is not a toy. It is Intended for use by or under the supervision of adults. Review all safety guidelines with children to avoid risk of electric shock or other injuries.



No children or pets in assembly area.  
**CHOKING HAZARD**  
This item contains small parts. Not suitable for children under 3 years old.



Do not use or keep product outdoors. For indoor use only. Wet or humid conditions will affect gameplay, appearance and longevity as well as void warranty.



Do not sit, stand, lean in to, or lean on your finished Pop-A-Shot.

**STOP**

**PLEASE READ THIS PAGE**

**STOP**

**It'll only take a minute and will save you time!**

## BEFORE PUTTING TOGETHER YOUR GAME

We strongly recommend scanning the QR code here (or going to [www.popashot.net/qr-hds](http://www.popashot.net/qr-hds)) to visit the Home Dual Shot Hub. Here you'll find a wealth of resources to get the most out of your game, including:

- 🏀 Registration form.  
Complete the form to activate your warranty and let us know what you love about your new game!
- 🏀 Assembly directions, videos and additional tips.
- 🏀 Troubleshooting help, both for assembling as well as playing your game.
- 🏀 The easiest way to contact our All-Star Support team with any questions.
- 🏀 Links to our social media channels (make sure to follow us!).
- 🏀 The Century Club, for those whose scores have hit 3 digits!



## DURING ASSEMBLY

Now that you're ready to begin putting together your game, here are a few tips:

- 🏀 Remove all of the parts from the box and verify that you have all of them (as shown on the Parts list). Keep an eye out for some of the smaller ones, like the rim nets.
- 🏀 Find a clean, level place to assemble your game.
- 🏀 We recommend working on a soft, non-marring surface such as carpet or the cardboard box your game came in.
- 🏀 Like most things in life, putting together a Pop-A-Shot is better with a friend. If you can't find someone to help the entire time, we'll point out those steps when two people are especially helpful.

If you do have any problems or questions during assembly or operation, please email [support@popashot.net](mailto:support@popashot.net) and we'll take care of them.





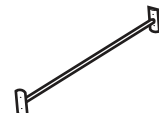

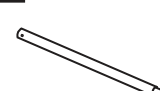
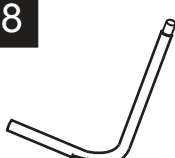

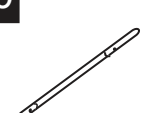


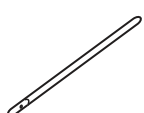
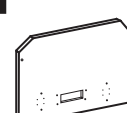
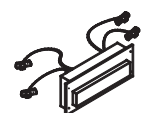


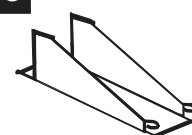

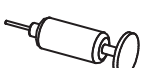
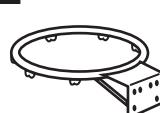











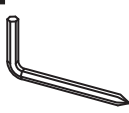

## WHEN YOU'RE DONE

- 🏀 Please leave a review on Amazon or [popashot.net](http://popashot.net) and let others know how you like your game.
- 🏀 Share a video or photo of your home court. Tag us @popashot on Instagram to be entered to win a T-shirt.





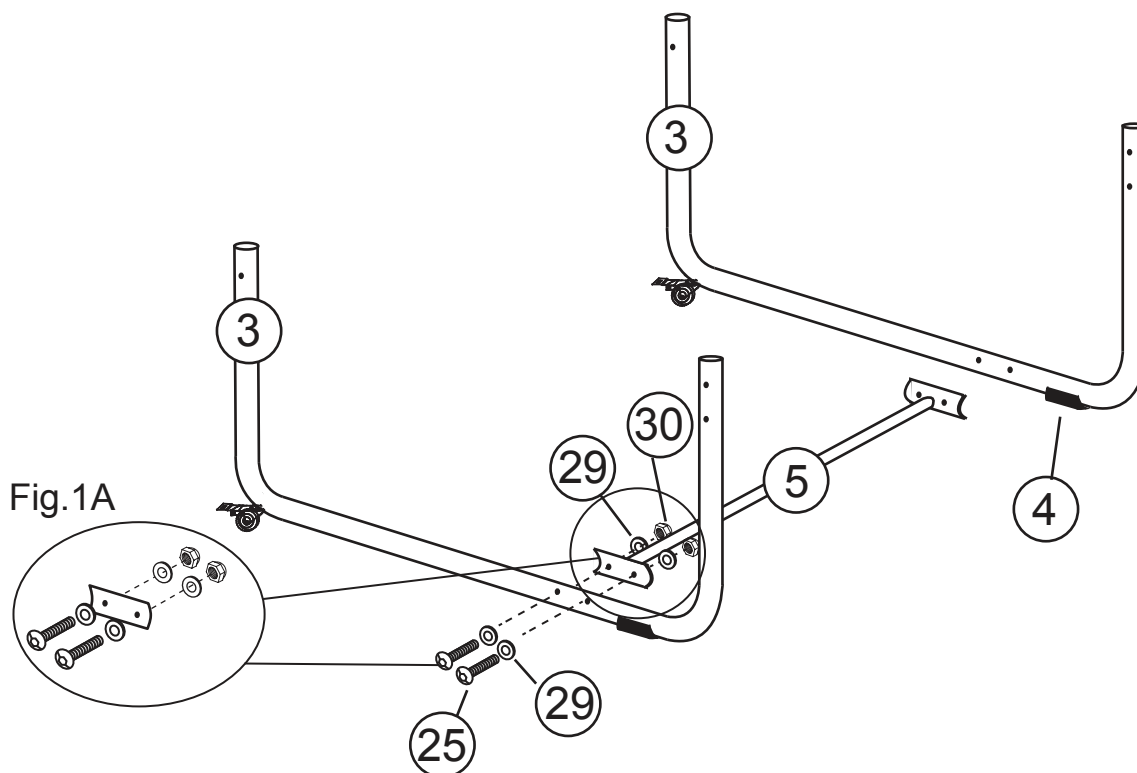
# PARTS LIST

1  Top Tube x2	2  Board Tuber x2	3  Base Tube x2	4  Extension Tube x4	5  Connector Tube x2	6  Cross Tube x2
7  Side Tube x2	8  RampTube x2	9  Lean Bar x1	10  Cross Bar x1	11  Side Arm x2	12  Forward Tube x2
13  Diagonal Tube x2	14  Back Board x1	15  Score Unit x1	16  Adapter x1	17  Screws x8	18  Ball Return Ramp x1
19  Balls x7	20  Pump x1	21  Rim x2	22  Net x2	23  Extra Long Bolt x2	24  Bolt x4
25  Bolt x14	26  Short Bolt x8	27  Medium Bolt x1	28  Bolt x4	29  Washer x58	30  Nut x29
31  Wrench x1	32  Nut x4	33  Allen Wrench x1	34  Control Panel x1		



## STEP 1

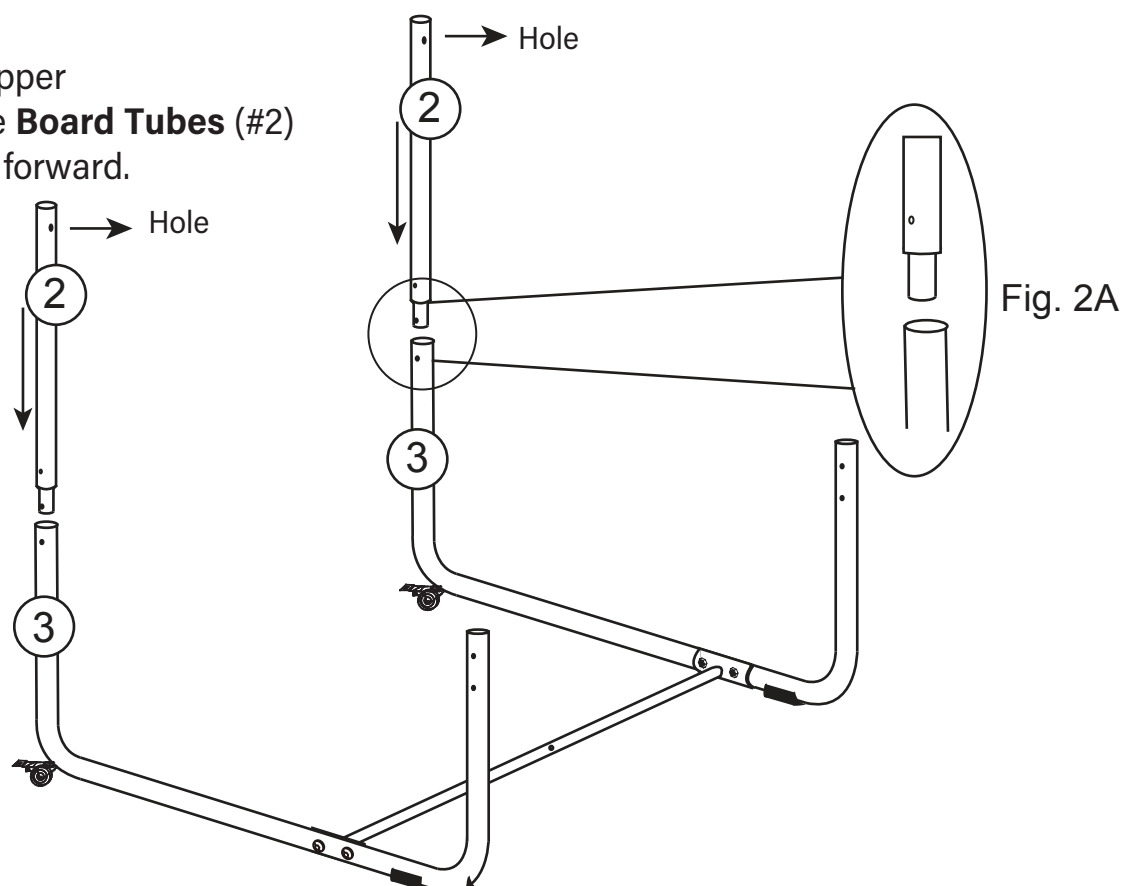
Attach the **Base Tubes** (#3) with one **Connector Tube** (#5) using a Bolt (#25), two Washers (#29) and a Nut (#30) (Fig. 1A).



## STEP 2

Insert the **Board Tubes** (#2) into the **Base Tubes** (#3) (Fig. 2A).

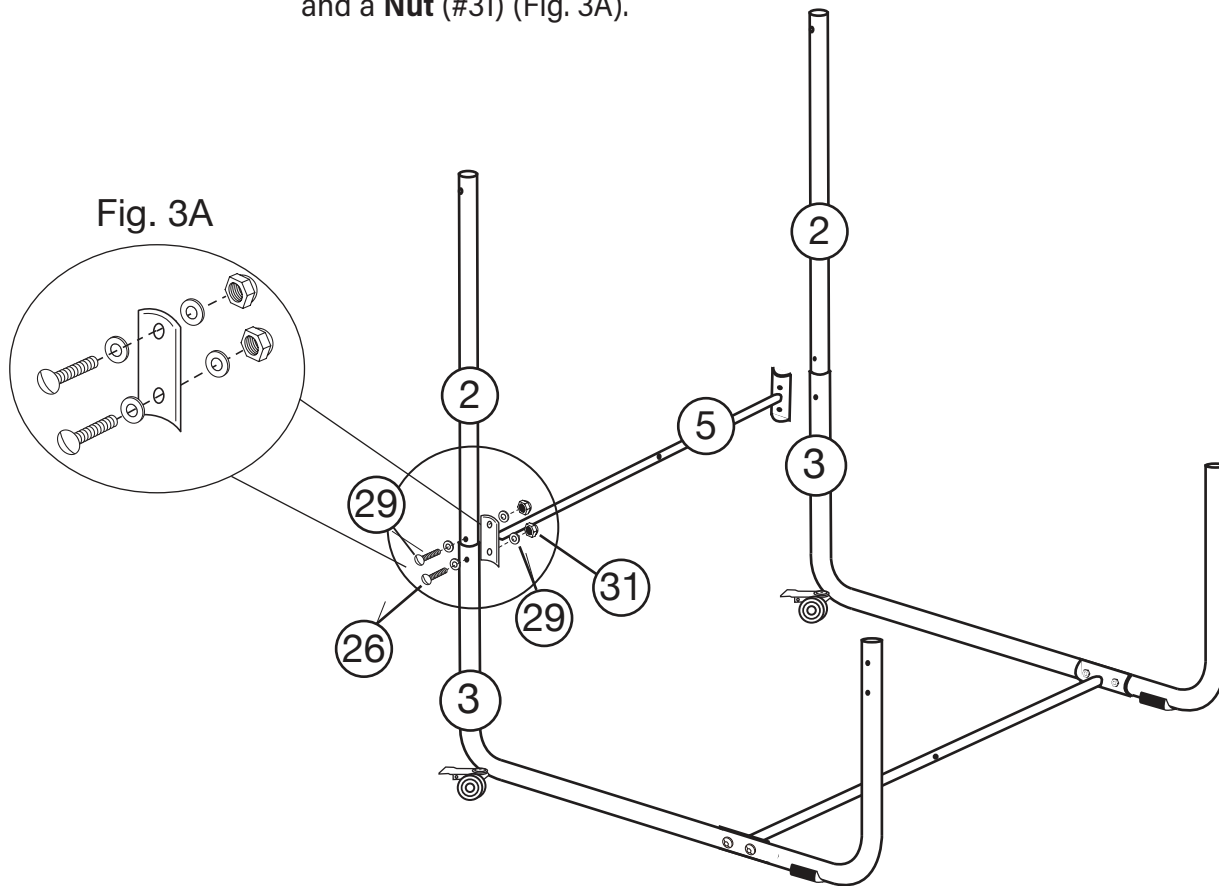
Note: The upper holes on the **Board Tubes** (#2) should face forward.



## STEP 3

Attach the **Board Tubes** (#2) and **Base Tubes** (#3) with a **Connector Tube** (#5) using a **Bolt** (#26), two **Washers** (#29) and a **Nut** (#31) (Fig. 3A).

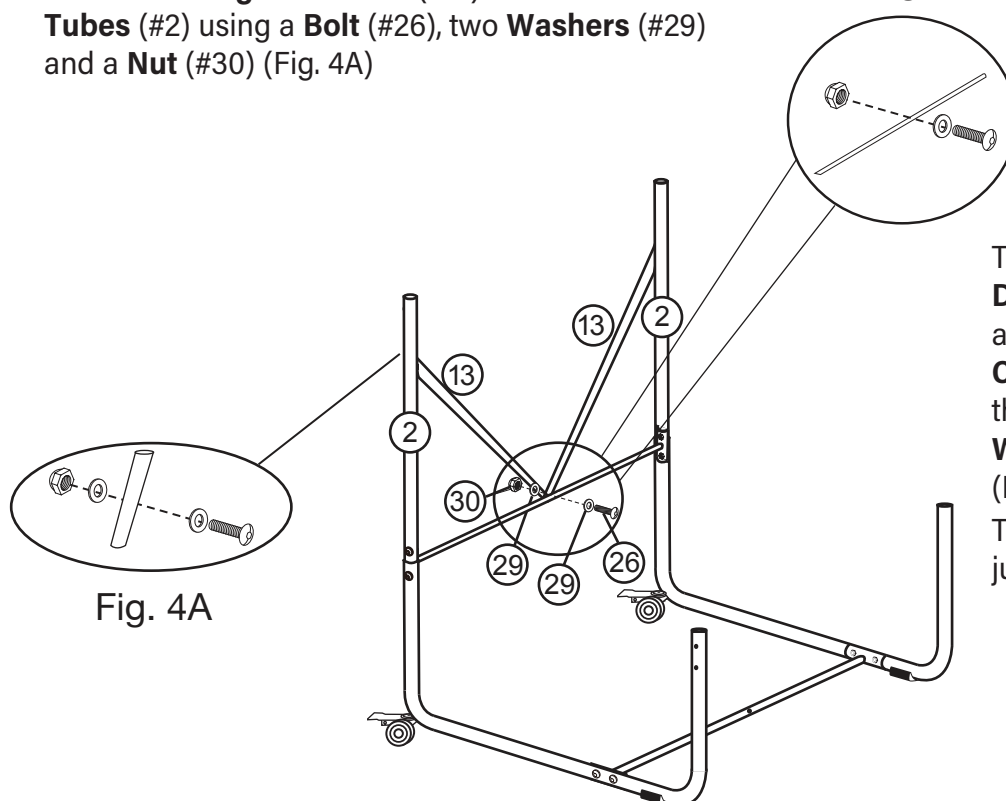
Fig. 3A



## STEP 4

Attach the **Diagonal Tubes** (#13) to the **Board Tubes** (#2) using a **Bolt** (#26), two **Washers** (#29) and a **Nut** (#30) (Fig. 4A).

Fig. 4B



Take the two dangling **Diagonal Tubes** (#13) and attach them to the horizontal **Connector Tube** (#5) using the **Medium Bolt** (#27), two **Washers** (#29) and a **Nut** (#30) (Fig. 4B).

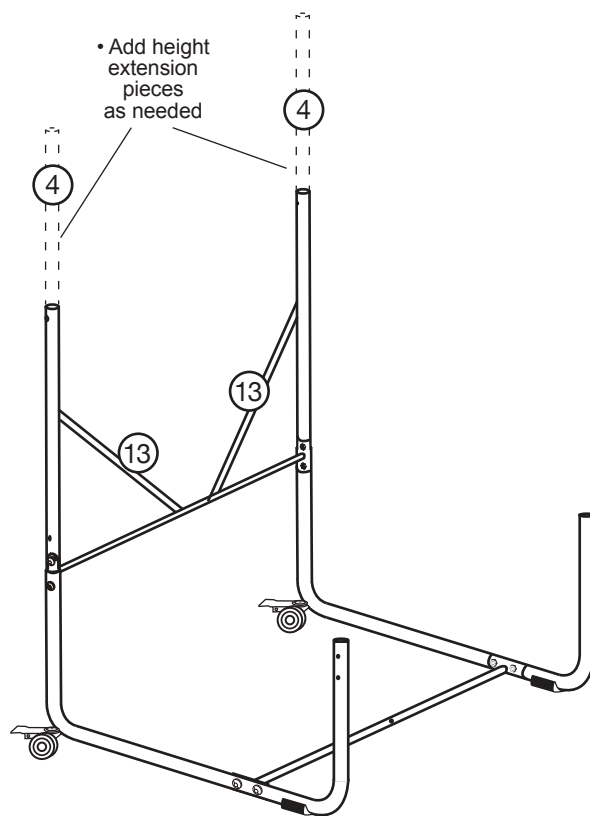
Tip: Your game includes just one **Medium Bolt** (#27).

## STEP 5

Measure the height of your ceiling.

- If your ceiling height is less than 88" do not use the **Extension Pieces** (#4).
- If your ceiling height is less than 94" use a single **Extension Piece** (#4) on each side.
- If your ceiling height is more than 94" use two **Extension Pieces** (#4) on each side.

**Note:** Even if you have room under your ceiling, you do not have to use the Extension Pieces. It's your game—make it whatever height you want.



## STEP 6

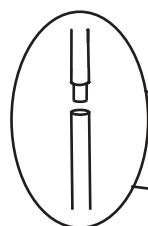
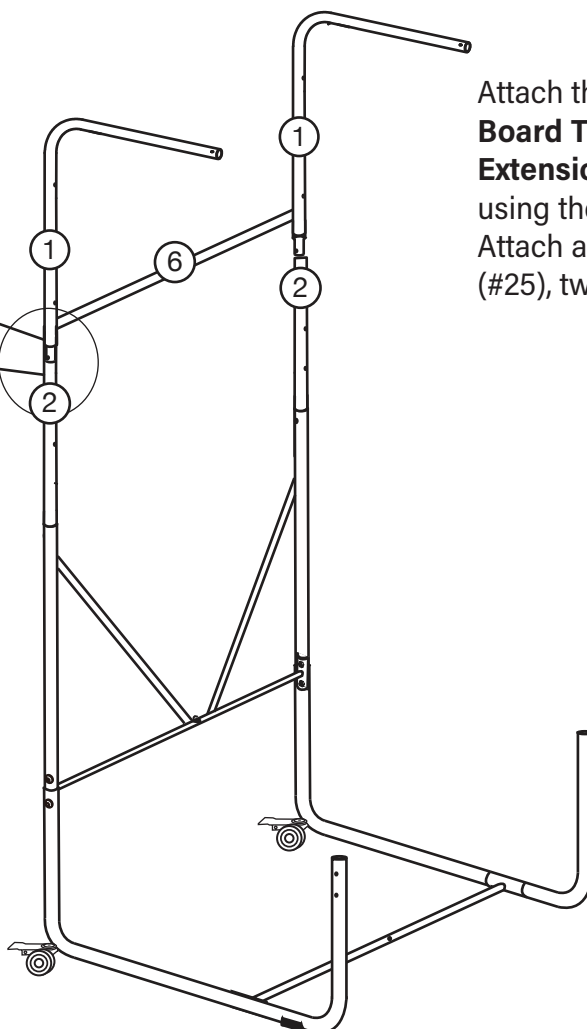


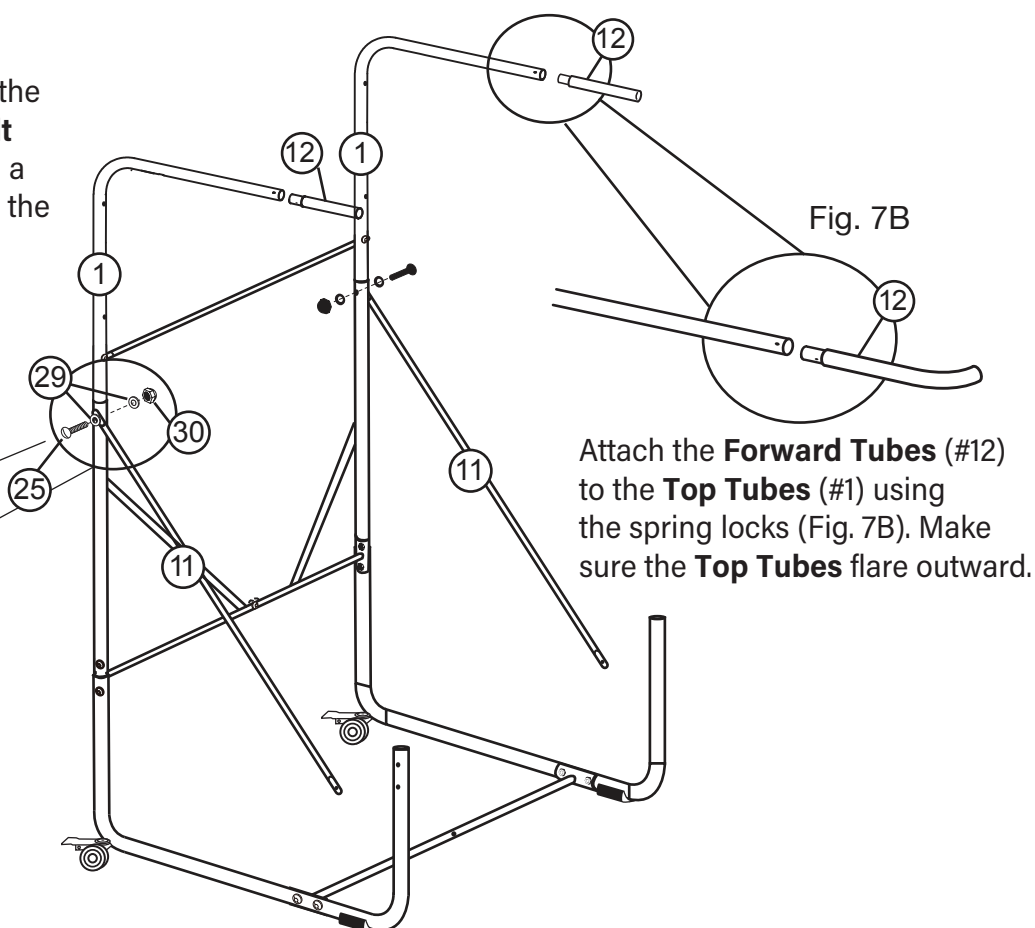
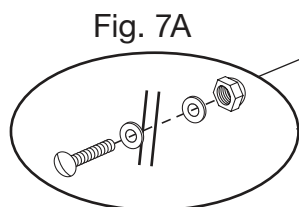
Fig. 6A



Attach the **Top Tubes** (#1) to the **Board Tubes** (#2) or the **Extension Tubes** (#4) using the spring locks (Fig. 6A). Attach a **Cross Tube** (#6) using a **Bolt** (#25), two **Washers** (#30), and a **Nut** (#31).

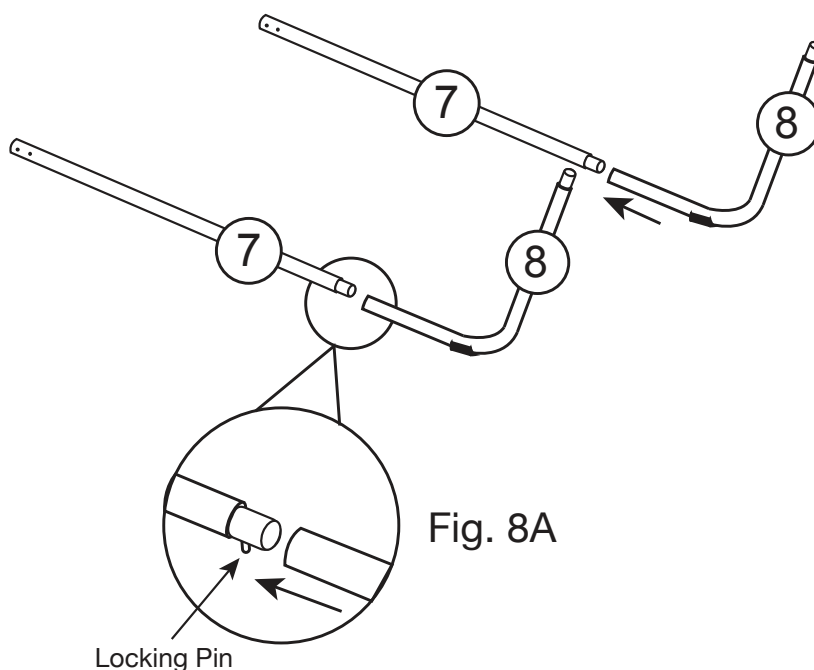
## STEP 7

Attach the **Side Arms** (#11) to the **Board Tubes** (#2) using a **Bolt** (#25), two **Washers** (#29) and a **Nut** (#30) (Fig. 7A). Make sure the **Arm** is on the outside of the **Board Tube** (#2).



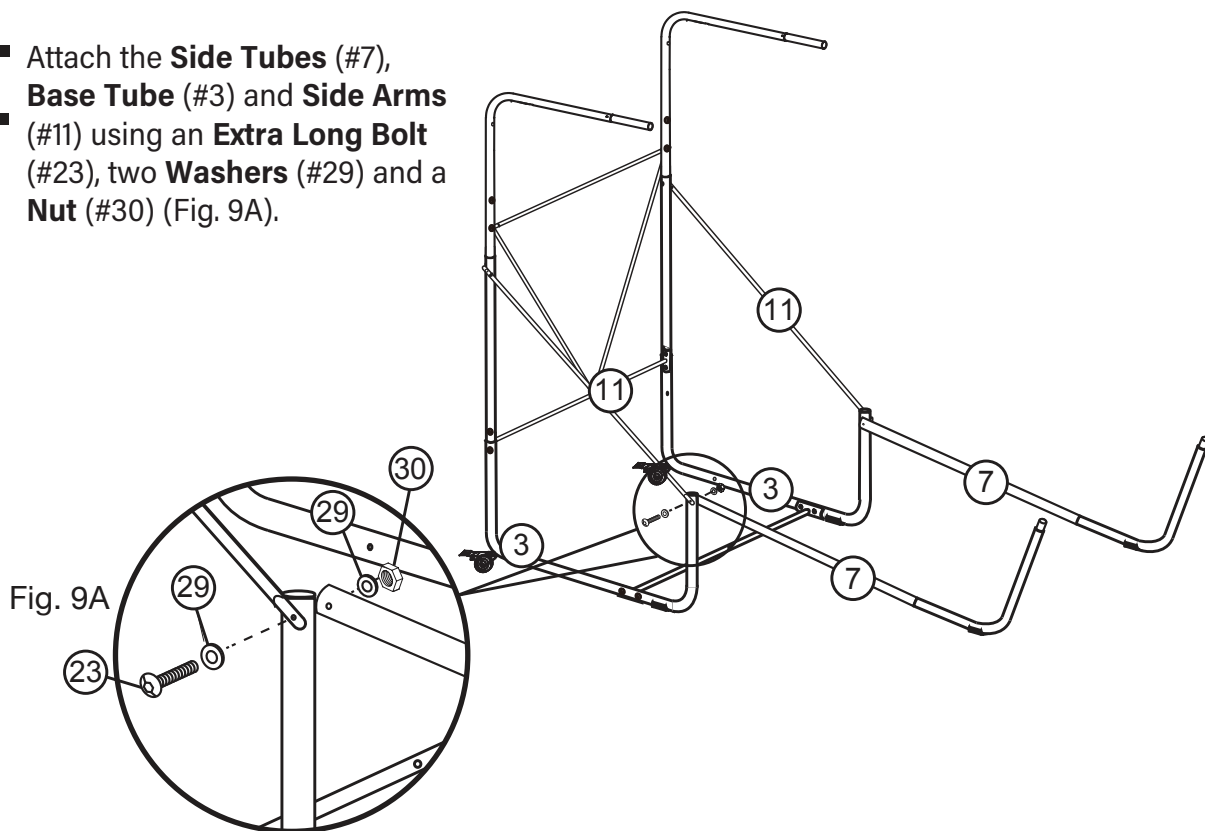
## STEP 8

Attach the **Side Tubes** (#7) to the **Ramp Tubes** (#8) using the spring locks (Fig. 8A).



## STEP 9

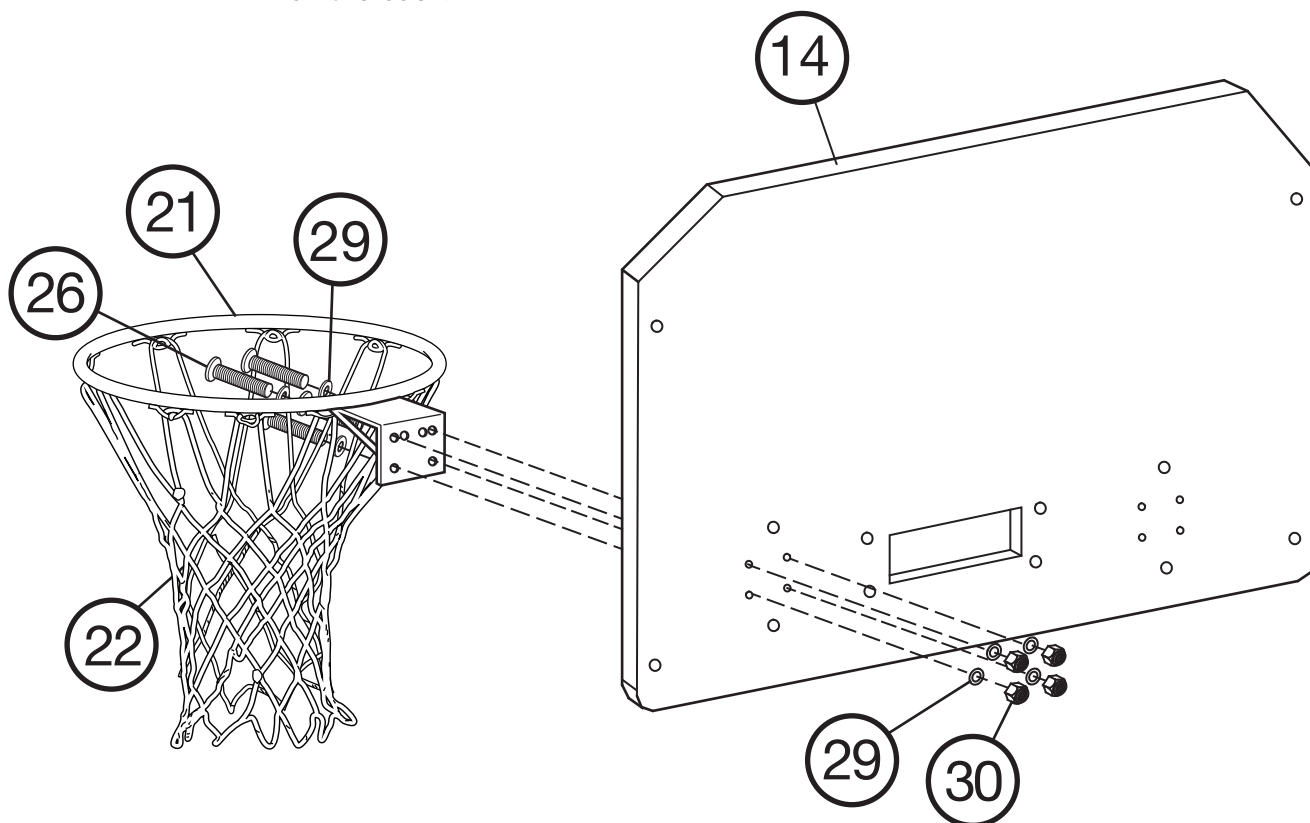
Attach the **Side Tubes** (#7), **Base Tube** (#3) and **Side Arms** (#11) using an **Extra Long Bolt** (#23), two **Washers** (#29) and a **Nut** (#30) (Fig. 9A).



## STEP 10

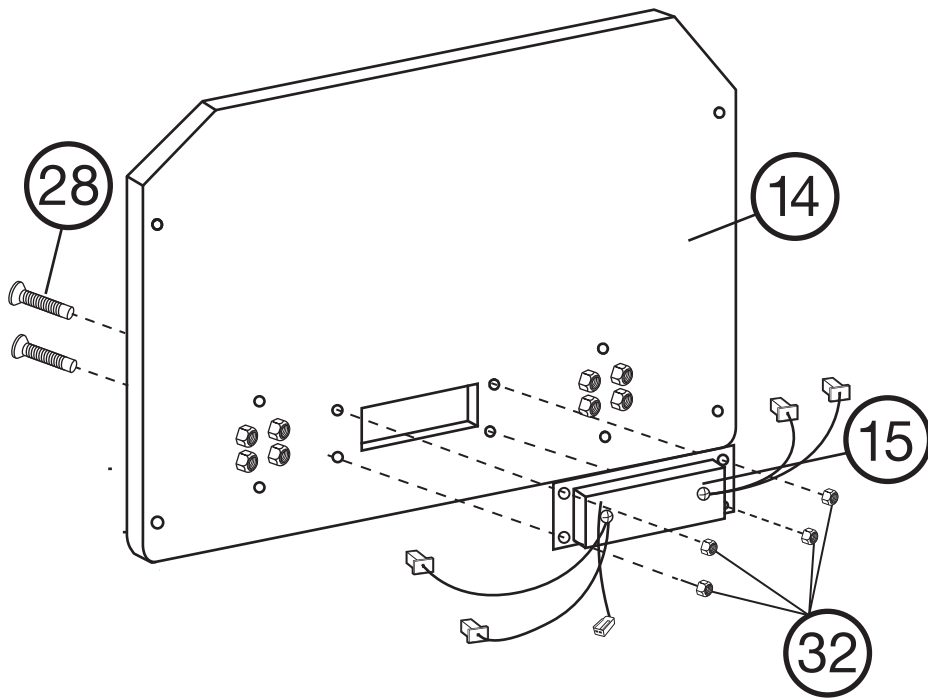
Loop the **Nets** (#22) through the Net Hooks on the **Rims** (#21). Make sure the longer strands are on top and go through the net hooks.

Attach the **Rims** (#21) to the **Backboard** (#14) using a **Short Bolt** (#26) and a **Washer** (#29) on the front and a **Washer** (#29) and **Nut** (#30) on the back.



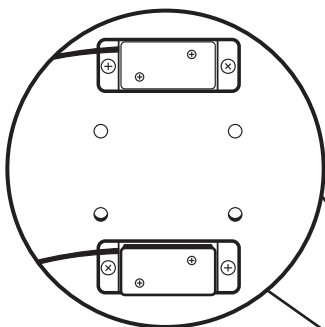
## STEP 11

Attach the **Scoring Unit** (#15) to the **Backboard** (#14) with a shorter **Bolt** (#28) through the front of the **Backboard** and the **Scoring Unit** and secure with a **Nut** (#33) in the back.



Attach the **Sensors** using the **Screws** (#17) (Fig. 11A). Plug the upper sensor cords into the "Top" outlets and the lower sensor cords into the "Bottom" outlets on the **Scoring Unit** (#15).

Fig 11B



**Note:** The **Sensors** must be attached level (Fig 11B) and screwed all the way into the **Backboard** (Fig 11C).

Fig 11C

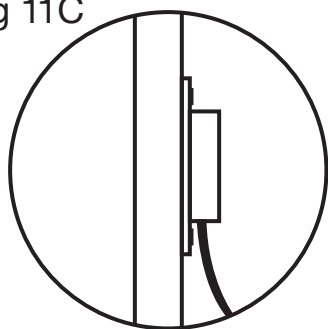
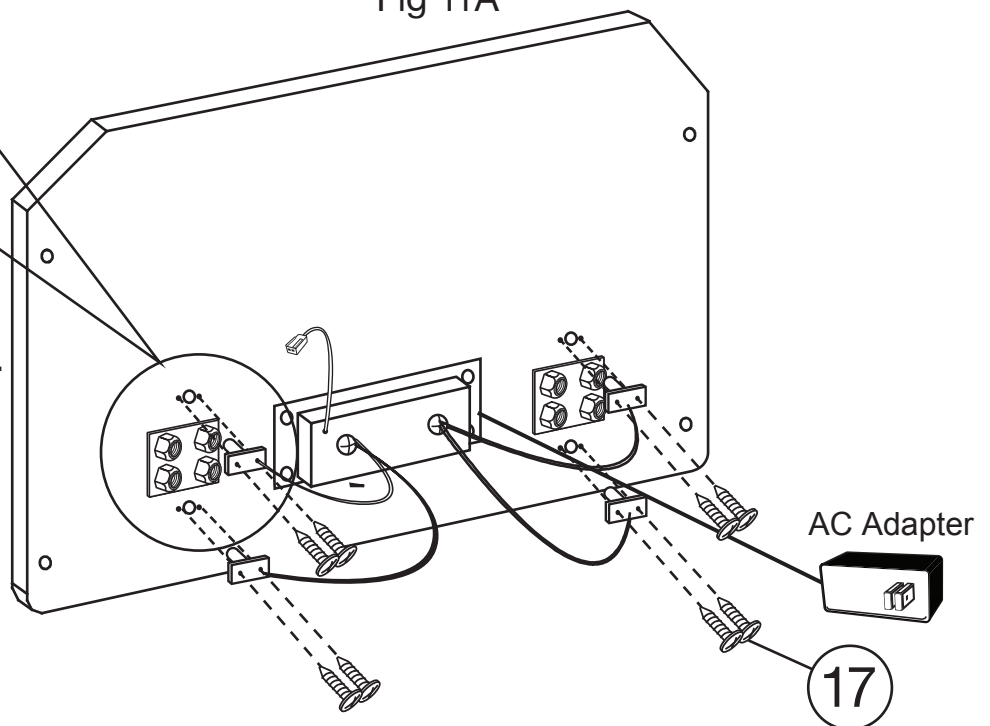


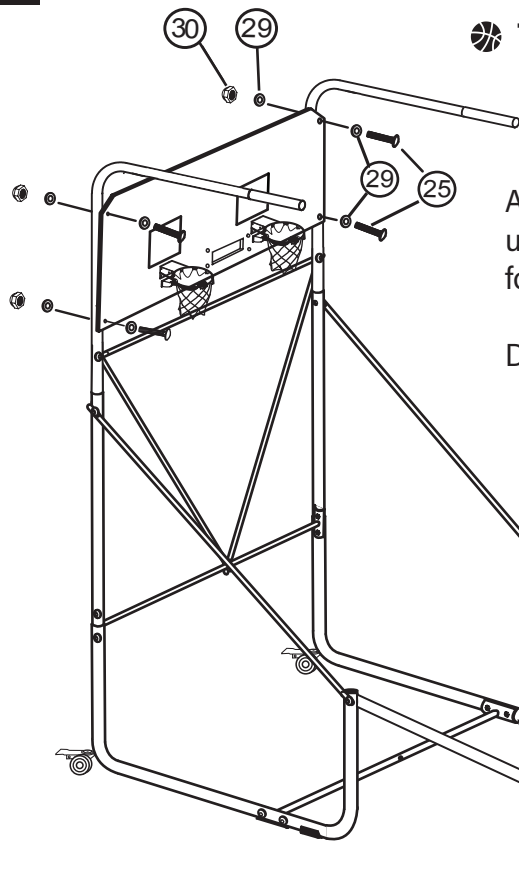
Fig 11A



Put 4 AA Batteries into **Scoring Unit** (#15) and/or plug in **AC Adapter** (#16) to **Scoring Unit** (#15).



## STEP 12



**Tip:** If you can, grab a helper for this part.

Attach the **Backboard** (#14) to the **Top Tubes** (#1) using a **Bolt** (#25), two **Washers** (#29) and a **Nut** (#30) for each of the top two holes.

Don't attach the bottom of the Backboard yet.

## STEP 13

Take the **Ball Return Ramp** (#18) and pull each of the sleeves over the **Forward Tubes** (#12) (Fig. 13A).

Pull the **Ramp** under the **Cross Tube** (#6). The **Cross Tube** should be in **front** of the ramp (Fig. 13B).

Slide the **Cross Bar** (#10) through the sleeve on the **Ramp** and attach to the bottom of the scoreboard with a **Bolt** (#24), two **Washers** (#29) and a **Nut** (#30) (Fig. 13C).

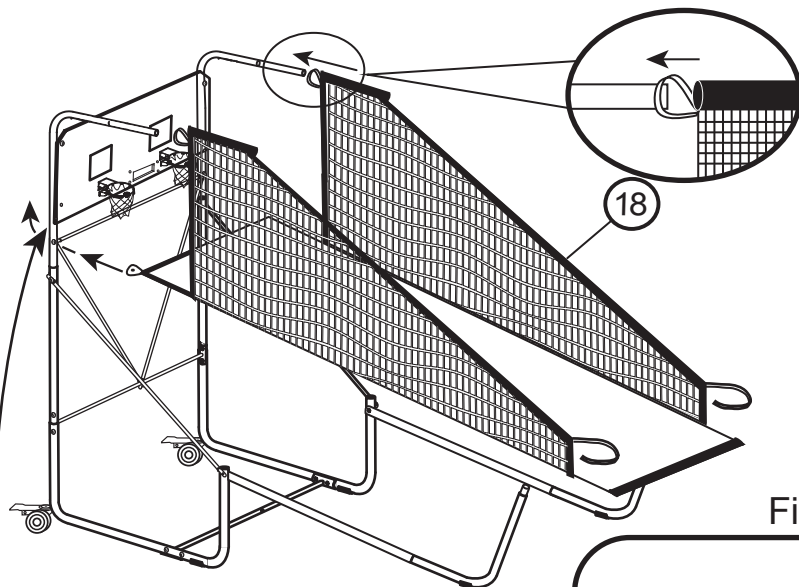


Fig.13A

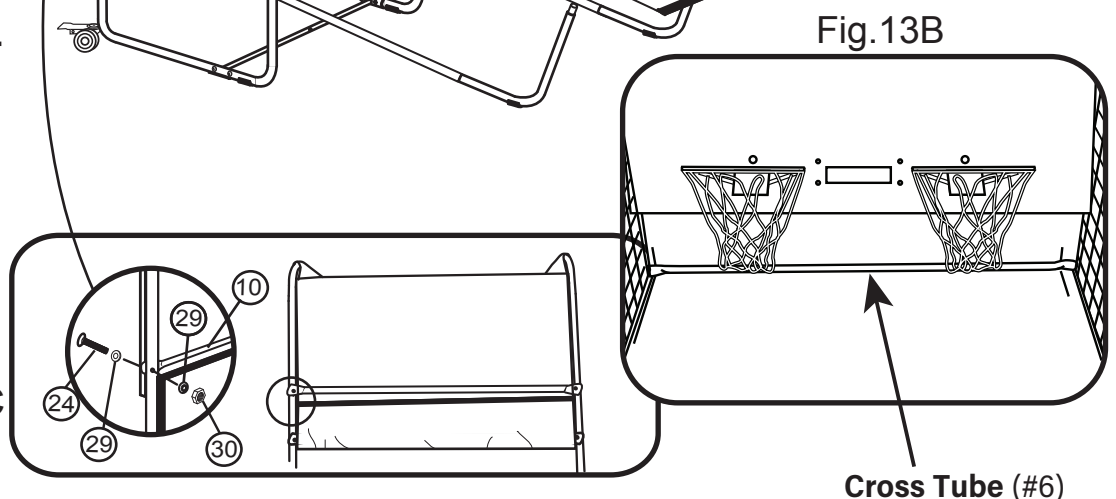


Fig.13B

Fig.13C

Cross Tube (#6)

## STEP 14

There are 3 sleeves on the Ball Return Ramp. Slide the **Lean Bar** (#9) through the correct sleeve, (Fig 14A).

- If you did not use any Height Extension Tubes, use the sleeve closest to the backboard.
- If you used one **Height Extension Tube**, use the middle sleeve.
- If you used both **Height Extension** tubes, use the sleeve closest to the **Lean Bar**.

Then attach the **Lean Bar** to the **Ramp Tubes** (#8) using the **Spring Locks** (Fig. 14B).

Fig. 14B

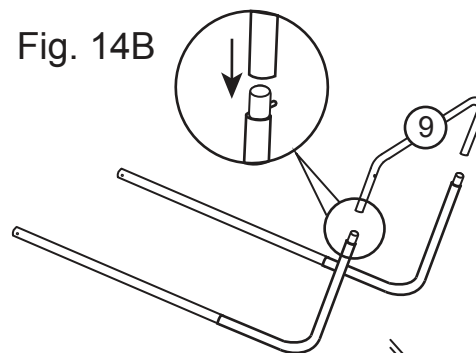
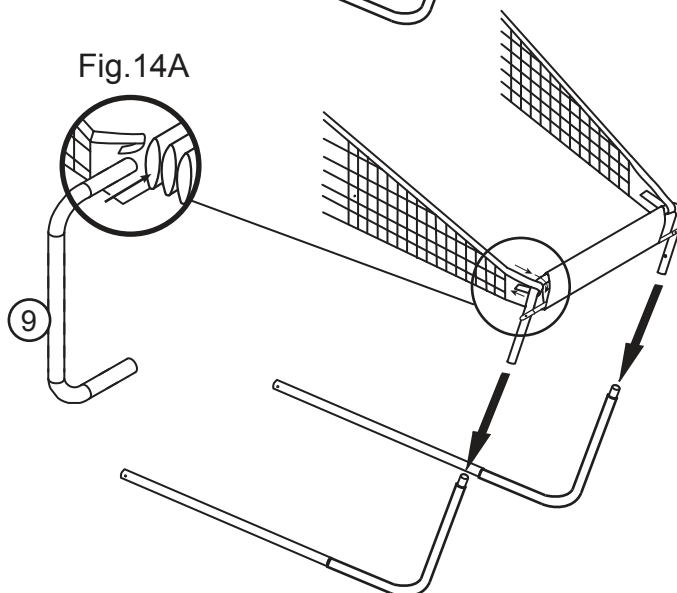


Fig. 14A



## STEP 15

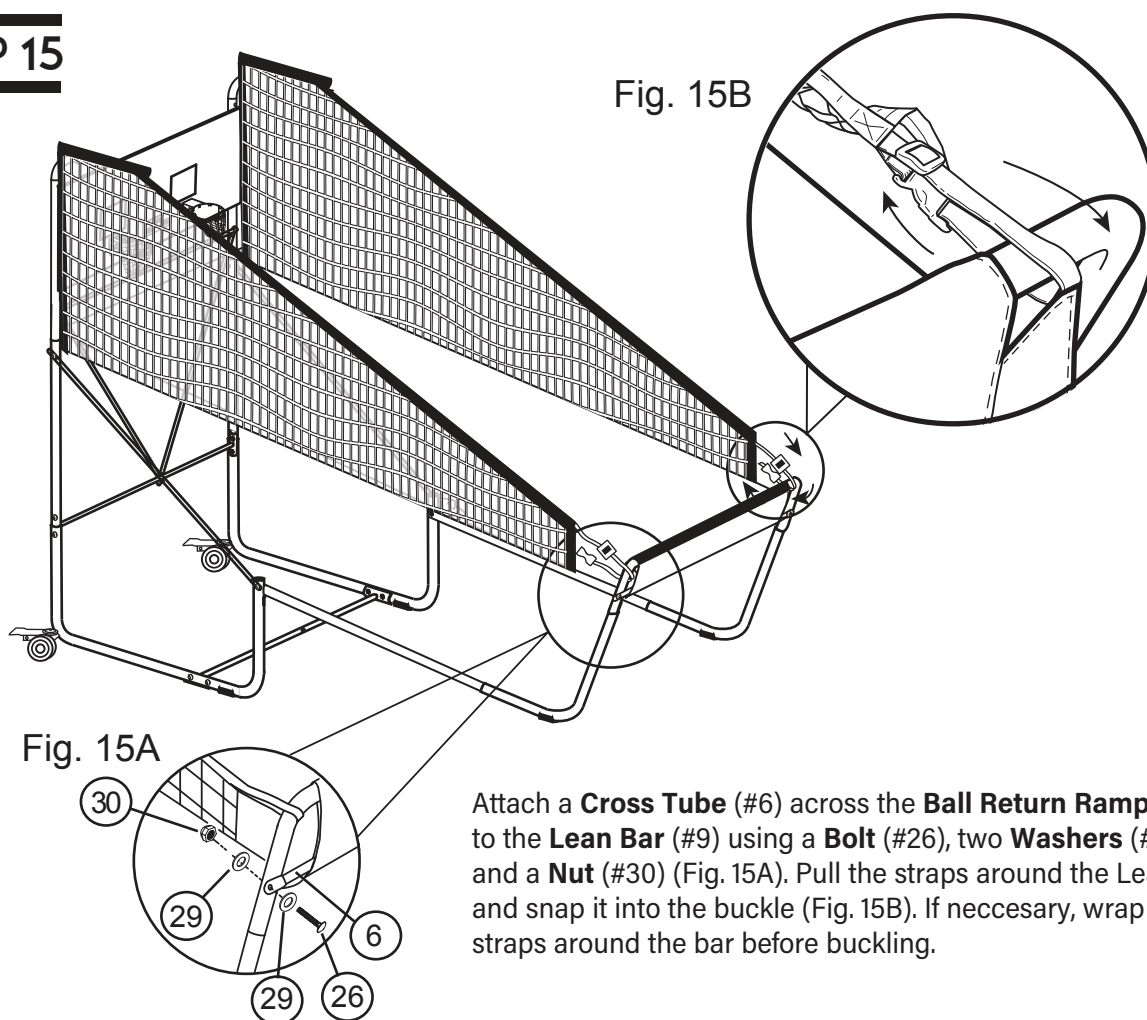
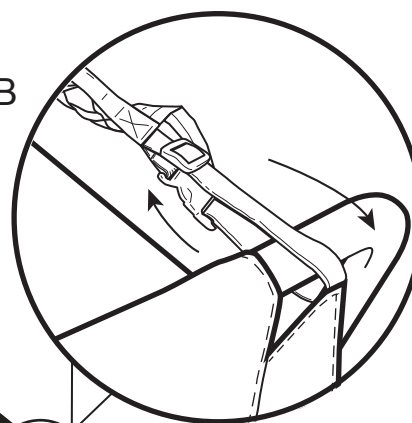


Fig. 15B




Attach a **Cross Tube** (#6) across the **Ball Return Ramp** (#18) to the **Lean Bar** (#9) using a **Bolt** (#26), two **Washers** (#29) and a **Nut** (#30) (Fig. 15A). Pull the straps around the Lean bar and snap it into the buckle (Fig. 15B). If necessary, wrap the straps around the bar before buckling.

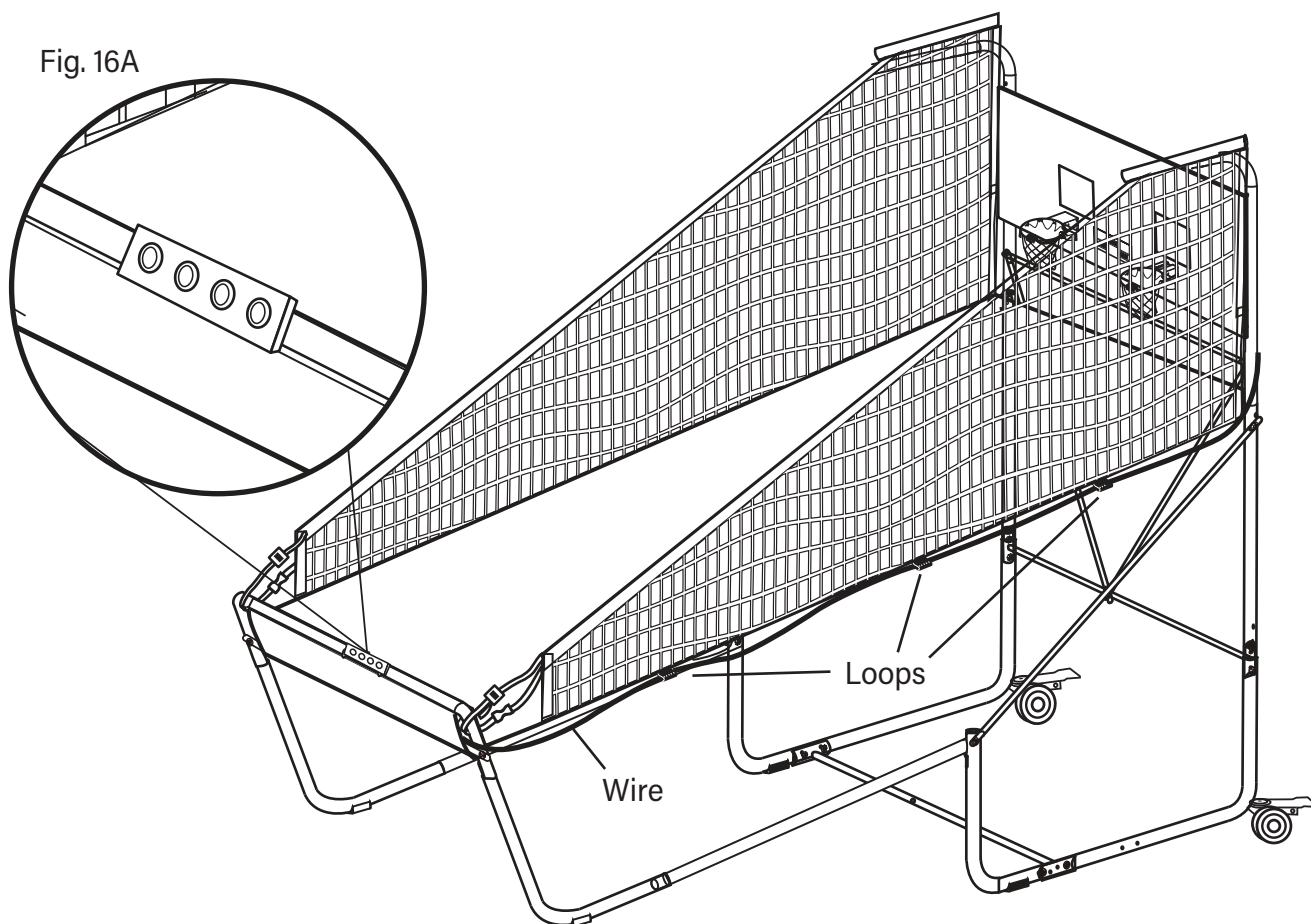
## STEP 16

Snap the **Control Panel** (#34) onto the **middle** of the **Lean Bar** (#9) (Fig 16A).

Thread the control panel wire through the hole of the laminated Game Operations "Cheat Sheet" until the cheat sheet is next to the **Control Panel** wire. Weave the wire through the loops of the right side of the ramp towards the back of the backboard.

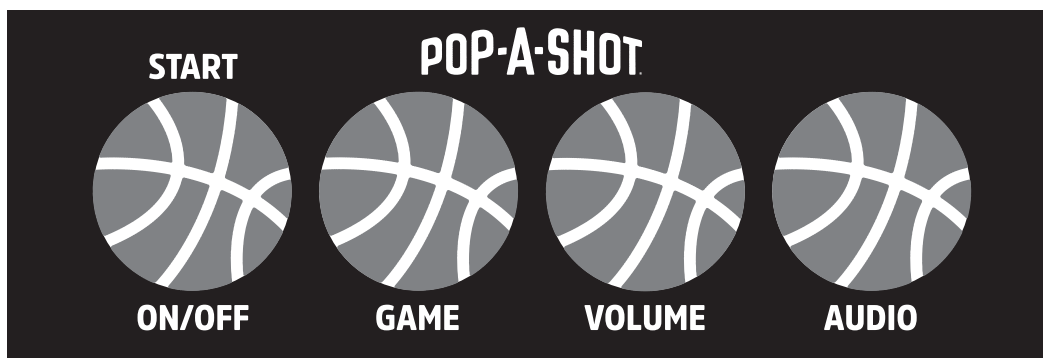
Plug the **Control Panel** wire into the outlet labeled "Control Panel" in the **Scoring Unit**.

 **Tip:** You'll find complete game directions and operations in this booklet. The "Cheat Sheet" is intended as a quick reference guide.



# GAME OPERATION

Now that you've put your **Home Dual Shot** together, let's get started playing!



## Control Panel Operation

**Turning on the game:** Press **ON/OFF** to turn on your game.

**Select Game:** Press **GAME** to select one of the 10 games (see **GAME OPTIONS** for complete list).

**Audio:** Press **AUDIO** to make Audio selection (see **AUDIO OPTIONS** for complete list).

**Volume:** Press **VOLUME** to turn volume up/down (it goes all the way in one direction before going back in the other).

**Starting a game:** Press **START** to start your game.

**Notes:** After the end of each game, the all-time high score for that game will be displayed. If you unplug your game or take out the batteries and want to preserve the high scores, make sure the other power supply is still working.

## Audio Options

There are 6 different audio options. Select the audio option by pushing **AUDIO** until you reach your selection (the number will be displayed on the scoreboard).

**S1:** Play-by-play announcer and Sound FX

**S2:** Sound FX only

**S3:** Electronic Music

**S4:** Rock Music

**S5:** Hip Hop Music

**S6:** No Sound

## HOME DUAL GAME OPTIONS

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Push **GAME** until desired Game Number is displayed, then press **START** to begin.

For **Games 1-9 (except 6) and Game 16**

Announcer and clock will count down to start

Baskets are 2 points until final :10 when they're 3 points

1. **Standard:** 2 Players/:30

Bonus: :15 extra at 30 points; :10 extra at 60 points

2. **Overtime:** 2 Players/1:00

Bonus: :15 extra at 50 points; :10 extra at 80 points

3. **Sudden Death:** 2 Players/:15

Bonus: :15 extra at 20 points; :10 extra at 40 points

4. **Intermediate:** 2 Players/:45

Bonus: :15 extra at 40 points; :10 extra at 70 points

5. **Solo:** 1 Player/:30

Only left basket is active

Bonus: :15 extra at 30 points; :10 extra at 60 points

6. **Free Play:** 1-2 Players/No clock

All baskets count 2 points

7. **Team:** 2 Players/:30

Combined score of players is shown on both scoreboards

**Bonus: :15 extra at 30 points; :10 extra at 60 points?**

8. **Cross Court:** 2 Players/:30

Player 1 goes first and shoots at basket displaying score/active basket will change

**Bonus: :15 extra at 30 points; :10 extra at 60 points?**

9. **Crisscross:** 2 Players/:30

Players shoot at their opponent's basket

Score is displayed on shooter's side

10. **Skeet Shooting:** 1 or 2 Players

Announcer says "Shoot", then have :03 to make basket

*More Games on next page*

# HOME DUAL GAME OPTIONS

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11. **Sharp Shooter:** 1 Player

Announcer says "Left" or "Right", then have :03 to make a shot in that basket

12. **Double or Nothing:** 2 Players/:30

First basket counts for 2 points, then each subsequent basket counts for double

If no basket is made within :03, next basket is 2 points

13. **Scoring Streak:** 2 Players/:30

If no shot made during :03, streak is broken

14. **Tug of War:** 2 Players

For each made basket, that player gets 2 points and other player gets -2; first player to 10 points wins

15. **Around the World:** 2-4 Players

First player to make 10 shots wins

16. **Tournament:** 2-4 Players

Player 1 vs. Player 4, then Player 2 vs. Player 3; winners play in Finals

## TROUBLESHOOTING

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### If your game isn't powering on

- Check that the AC Adapter is plugged into the scoreboard. You can also use 4 AA batteries to power the game.

### If one side isn't counting baskets

- Make sure you have chosen a multi-player game (such as Game 1) on your Control Panel.
- Make sure the sensors are securely plugged into the correct outlets in the scoreboard (Step 11).
- Make sure the sensors are attached level, with the screws tightened all the way.  
If the sensors are misaligned or angled at all, they will not correctly read the shots (Step 11).
- Check the connection between the sensors and the scoreboard (Step 11).

### If neither side is counting baskets

- Make sure the sensors are securely plugged into the correct outlets in the scoreboard (Step 11).
- Make sure the sensors are attached level, with the screws tightened all the way.  
If the sensors are misaligned or angled at all, they will not correctly read the shots (Step 11).
- Check the connection between the sensors and the scoreboard (Step 11).
- Make sure the nets are correctly attached to the rims (incorrect placement can block the sensors). The net's longer loops should go through the hooks of the rim (Step 10).

Please visit [www.pop-a-shot.net/support](http://www.pop-a-shot.net/support) for more troubleshooting tips and hacks.