



Item # 45-6025



# TABLE TENNIS

## *Conversion Top*



(Game table not included)



**4**

**IN ONE**  
**CONVERSION TOP**



# PART LIST

ITEM NO: 45-6025


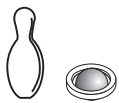
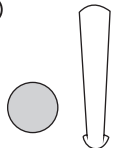




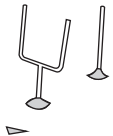
|  |   |   |  |  |   |
|--|---|---|--|--|---|
| <p>①</p>  <p>TENNI SET 1SET</p> | <p>②</p>  <p>SUHUFFLEBALL &amp; BOWLING 1SET</p> | <p>③</p>  <p>BASEBALL 1SET</p> | <p>④</p>  <p>BAG 1SET</p> | <p>⑤</p>  <p>NET SET 1SET</p> | <p>⑥</p>  <p>PILLAR 1SET</p> |
| <p>⑦</p>  <p>FACEPLATE 1EA</p>  | <p>⑧</p>  <p>FOOTBALL 1SET</p>                   | <p>⑨</p>  | <p>⑩</p>   | <p>⑪</p>   | <p>⑫</p>  |

FIG:1

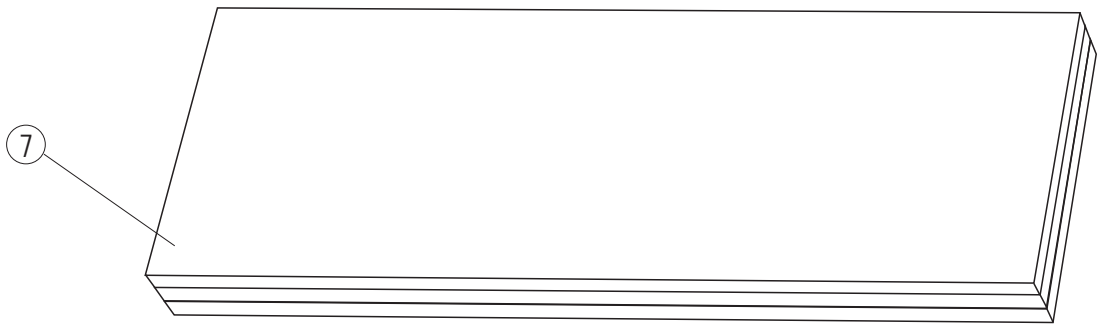


FIG:2

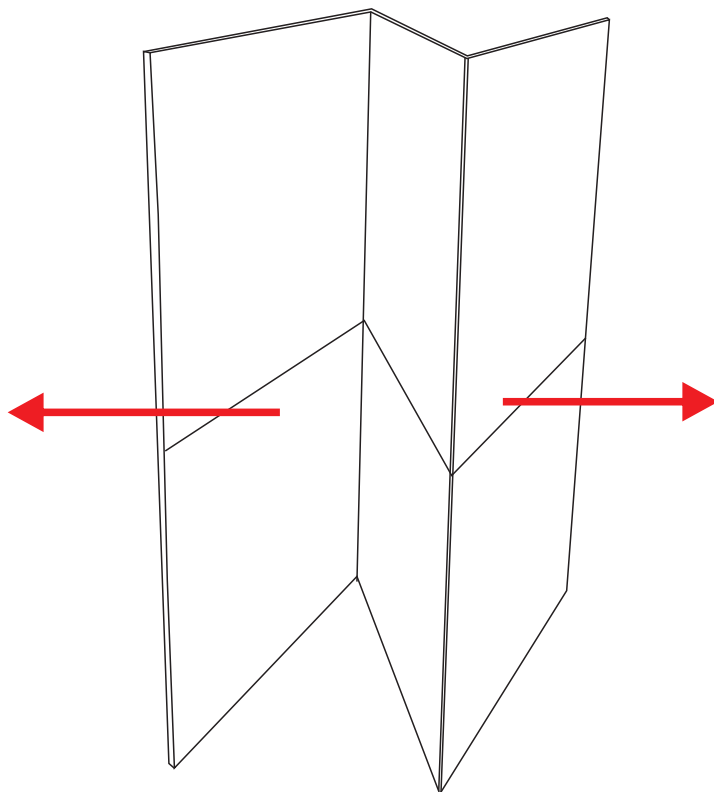


FIG:3

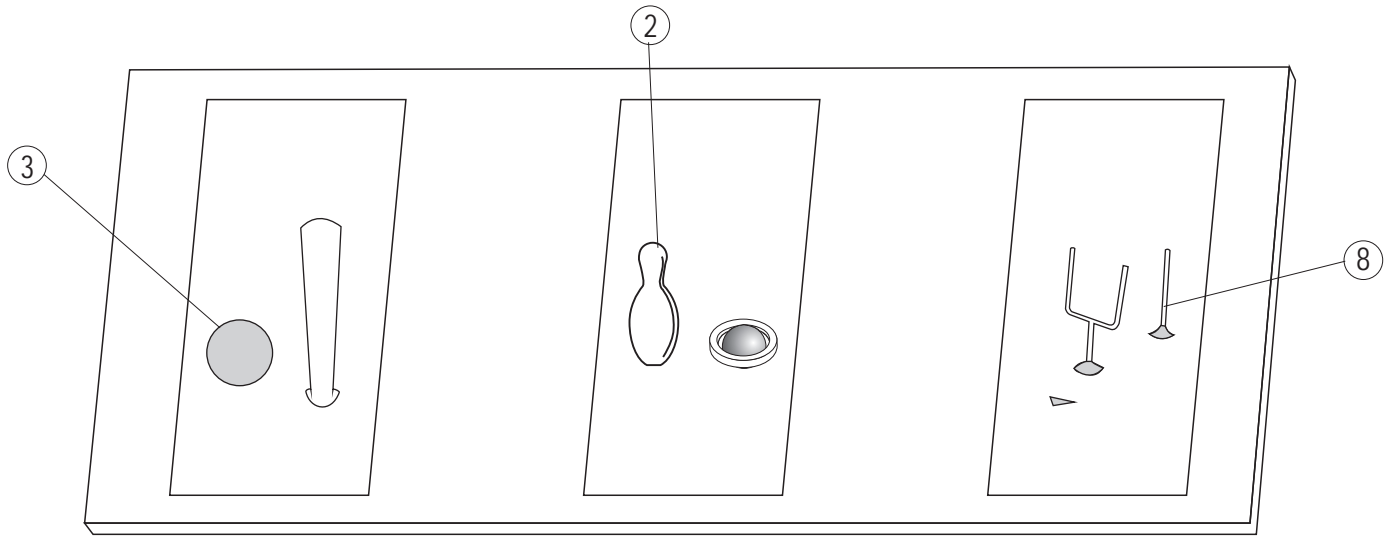
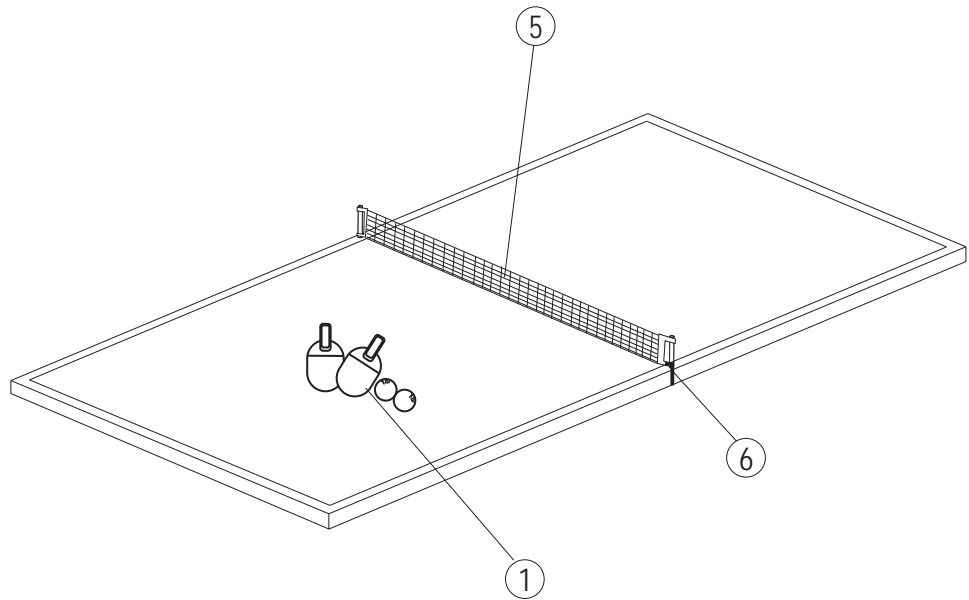


FIG:4



## **FOOTBALL:**

Shots which fail to reach the end of the table allow the opponent to "receive possession", that is, to take his own shot from that point. Players generally alternate shots until one scores a touchdown or the paper football is knocked completely off of the table. In some variations, a shot which results in part of the paper football extending over the side of the table results in a "first down", and the shooter is allowed another shot from that point. Shots which go entirely off of the side of the table are considered "out of bounds", and the opponent is allowed a shot from the point at which the paper football went over the edge of the table, or an equivalent spot directly inward from that point.

Shots which go entirely off of the end of the table result in the opponent being allowed to kick a "field goal", which employs precisely the same method as described above for "extra points" after touchdowns, except that it scores three points rather than one. In some variations, a shot that goes off the end of the table is scored an "off," and a player gets to attempt a field goal once their opponent has accumulated a pre-determined number of "offs," often three.

Games are not of any specific length and are usually played until one participant scores a predetermined number of points (often 21) and is then recognized as the winner. Games are generally played quite quickly unless the predetermined number of points required is very high.

## **BOWLING:**

A game of ten pins consists of ten frames. A player delivers two balls in each of the first nine frames unless a strike is scored. In the tenth frame, a player delivers three balls only if a strike or spare is scored. Every frame must be completed by each player bowling in regular order.

Game - How Scored - Except when a strike is scored, the number of pins knocked down by the player's first delivery is to be marked next to the small square in the upper right hand corner of that frame, and the number of pins knocked down by the player's second delivery is to be marked inside the small square. If none of the standing pins are knocked down by the second delivery in a frame, the score sheet shall be marked with a (-). The count for the two deliveries in the frame shall be recorded immediately.

Strike - A strike is made when the full setup of ten pins is knocked down with the first delivery in a frame. It is marked by an (x) in the small square in the upper right-hand corner of the frame where it was made. The count for one strike is 10 plus the number of pins knocked down on the player's next two deliveries.

Double - Two consecutive strikes is a double. The count for the first strike is 20 plus the number of pins knocked down with the first delivery following the second strike.

Triple or Turkey - Three successive strikes is a triple or turkey. The count for the first strike is 30. To bowl the maximum score of 300, the player must bowl 12 strikes in succession.

Spare - A spare is made when the second delivery knocks down all the standing pins, and the score sheet shall be marked with a (/). The count of a spare is 10 plus the pins knocked down in the following delivery.

## **BASEBALL:**

Have one player slowly pitch one of the baseball pieces towards home plate. The other player will hit the baseball piece with the bat and move one of their team markers according to the results from the hit. You can set your own rules for how far the baseball piece must be in the outfield circle for it to count. Keep track of your score and the innings on a separate sheet of paper.

## **TABLE TENNIS:**

In singles, the server first makes a good service and then the receiver makes a good return. Thereafter, server and receiver alternately each make a good return.

In doubles, the server first makes a good service and the receiver returns the ball. Then the partner of the server makes a good return, followed by the partner of the receiver returning the ball. Thereafter, each player alternately in that sequence makes a good return.

### Serving

After hitting it, the ball must first touch the server's own court and pass directly over the net or around the net assembly, then touching the receiver's court.

In doubles, the ball must first touch the server's right half-court or center line, pass over the net, and then touch the receiver's right half-court or center line.

If, in attempting to serve, a player fails to strike the ball while it is in play, he loses a point.

### Return

After the ball is served or returned in play, it is struck so that it passes directly over the net and its assembly and touches the opponent's court. A returned ball which touches the net or its supports on the way over to the other side, is considered a good return.

Ball will stay in play until the ball is in play from the last moment at which it is stationary on the palm of the server's free hand before being projected in service until:

- a point is scored.
- it touches the same court twice consecutively.
- it has been volleyed.
- it touches a player, or anything he wears or carries, other than his racket or his racket hand below his wrist.
- it touches any object other than the net or its support (referred to above).
- it is struck by a player more than once consecutively.
- it touches, in a doubles service, the left half-court of the server or receiver.
- it is struck, in doubles, by a player out of sequence, except where there has been a genuine error in playing order.

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Triumph Sports USA  
Aurora, IL 60504

[www.triumphsportsusa.com](http://www.triumphsportsusa.com)

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