



## **ELECTRONIC DOUBLE SHOT**

### **REQUIREMENTS:**

- 1 Attendant
- 1 Dedicated 20 amp circuit within 100'.
- 7.5L x 4.5W x 7.5H
- 2 Participants
- Recommended Participant Ages: All ages
- 6 basketballs included. Customer will be charged for missing balls.
- Note: To create Extreme Pop A Shot, customer provides two chairs to sit on to provide extra challenge.
- If indoors, direct access to set up with no stairs is required and must have a double door entry.

### **PLEASE...**

- Wind conditions must be less than 20 mph for outdoor use.
- Absolutely no slam dunking is allowed.
- No leaning on or pushing game.
- Adult Operators are required for safe use of game.
- Operator should keep all spectators outside the Game and maintain at least a 3 foot perimeter around it.
- Silly string, foam or like products are not permitted in any event where Games are being used.
- Always limit participants to the number specified above.

Creative Carnivals & Events, LLC. Not Responsible For Loss or Injury.

### **HOW TO PLAY:**

Each game consists of a possible 3 rounds.

Round 1: In the first round, each player has 30 seconds to reach 30 points and move on to round 2. Each basket is worth 2 points for the first 20 seconds, and 3 points for the last 10 seconds. Players who do not score the required points will not advance to the next round.

Round 2: Advancing players are given 15 additional seconds to reach 60 points and move on to the third and final round. Every shot is now worth 3 points. Players who do not have 60 points when the buzzer sounds will not advance to round 3.

Round 3: Each shot is worth 3 points. When the buzzer sounds at the end of round 3, the highest score wins!