

JOOLA® INSTRUCTION MANUAL



Quality Guarantee

JOOLA is one of the most recognized table tennis brands in the world. Our products are designed to follow the latest safety regulations and are consistently undergoing quality control procedures. The results from these processes are then used to improve and develop our products. In order to offer our customers the very best products, we reserve the right to make technical changes at any time. If you would like more information, please contact your JOOLA representative or email info@joolausa.com.

For Your Safety

- Please read all safety instructions and directions before assembling your new JOOLA table.
- Only use the table tennis table for its intended purpose (JOOLA cannot be held liable for damage or injury due to improper use of the table).
- Damaged or worn parts may be dangerous for users and the table tennis table. Replace worn
 or damaged components immediately and do not use the table until these issues have been
 resolved. For best results, use only spare parts manufactured by JOOLA.
- Unauthorized repairs or alterations to the design (removal of original parts, addition of other components etc.) may be dangerous.
- When setting up or dismantling the table, be sure to stay clear of its folding radius.
- For outdoor tables, be sure to store the table in a sheltered place. When folded up, the table tennis table may be vulnerable to strong winds.
- Only move the table tennis table when it is in the transport/storage position.
- Check all screws, bolts, etc. on a regular basis to ensure that they are in good working condition.
- Please contact your JOOLA representative or email info@joolausa.com if you have any questions.

Handling Equipment and Maintenance

- Make sure that the table tennis table is fully and accurately assembled before use.
- The table should not be moved, assembled, or stored, by children without adult supervision.
- Ensure that the table tennis table is not exposed to dampness or rain, as it is not weatherproof. Keep it away from direct sources of heat as well.
- Set the table up on a level surface.
- Do not cover it with plastic foil because condensation may form beneath it.
- For practicing alone, the table halves can be folded up separately for use of the playback feature. Be sure that you are capable of handling the weight when lowering the table half.
- Do not use corrosive or abrasive materials to clean the equipment as it may damage the surfaces of the table. In most cases, a slightly dampened cloth is sufficient.

PARTS LIST

Part Description	Qty
Table Surface	2
Part #:11101-01	1
Net and Post Set Part #:11101-02	'
Chassis Part #:11101-03	1
Angled Track Bar Part #:11101-04	4
4" Caster Part #:11101-05	4
Logo Side Panel Part #:11101-06	2
Straight Crossmember Bar Part #:11101-07	4
Curved Crossmember Bar Part #:11101-08	4
Logo 'H' Legs Part #:11101-09	2
Nylon Locking Nut Part #:11101-10	28
17mm Washer Part #:11101-11	56
15mm Spacer Part #:11101-12	12
5mm Spacer Part #:11101-13	8
10mm x 60mm Bolt Part #:11101-23	4
8mm x 90mm Bolt (Partial or Fully Threaded) Part #:11101-14	8
8mm x 80mm Bolt Part #:11101-15	12
8mm x 50mm Bolt Part #:11101-16	4
8mm x 25mm Bolt Part #:11101-17	4
6mm x 45mm Screw Part #:11101-18	4
Track Cover Part #:11101-19	4

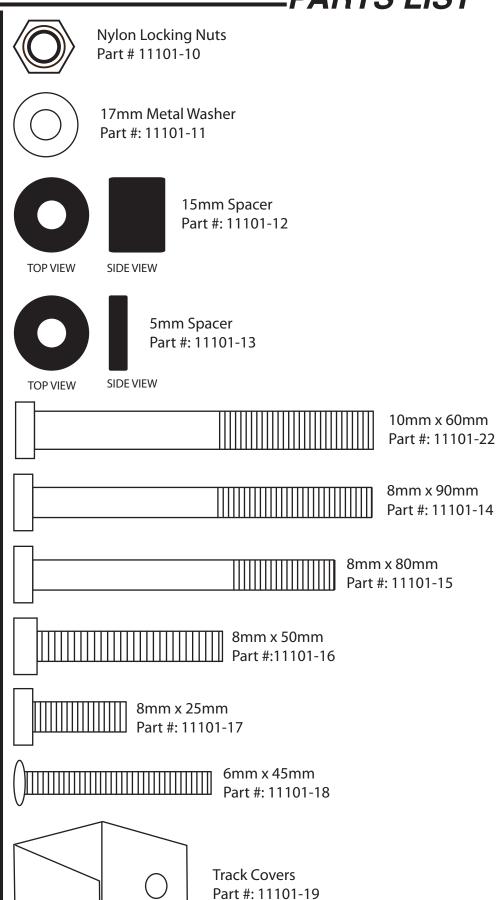
REORDERING PARTS

Please contact JOOLA North America, LLC and have the following information ready:

- Product Name
- Part number (from assembling instructions)
- Credit card information (number, expiration date, CVC code, billing name and address) for payment processing (if after warranty)
- Shipping address for replacement parts

JOOLA Consumer Service Department

15850 Crabbs Branch Way Suite 170 Rockville, MD 20855 1-877-US-JOOLA or (301) 816 – 3060 info@joolausa.com www.joolausa.com



PARTS LIST

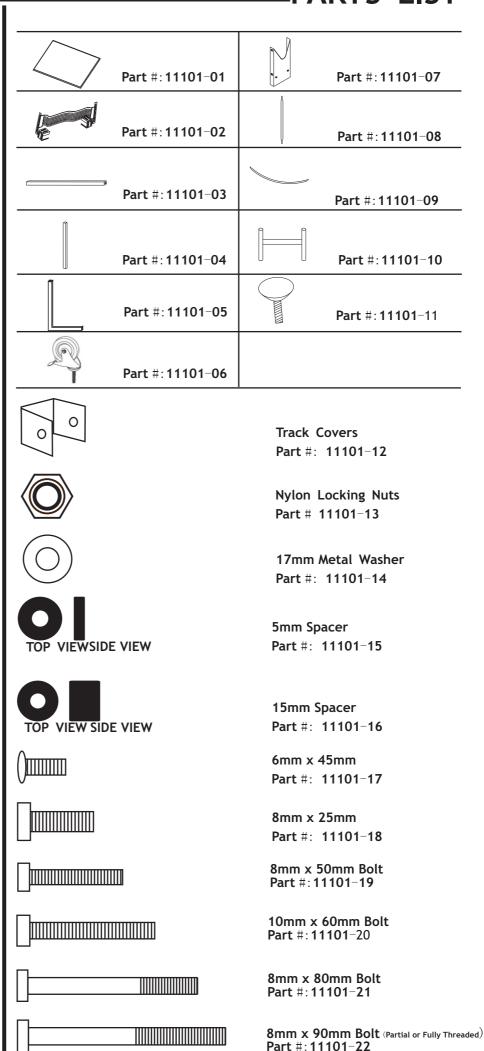
Part Description	Qty
Table Surface Part #:11101-01	2
Net and Post Set Part #:11101-02	1
Chassis Part #: 11101-03	2
Chassis Part #:11101-04	2
Angled Track Bar	4
Part #:11101-05 4" Caster	4
Part #:11101-06 Logo Side Panel	2
Part #:11101-07 Straight Crossmember Bar	
Part #:11101-08 Curved Crossmember Bar	4
Part #: 11101-09	4
Logo 'H' Legs Part #:11101-10	2
LEG LEVELER Part #:11101-11	4
Track Cover Part #:11101-12	4
Nylon Locking Nut Part #: 11101–13	28
17mm Washer Part #: 11101–14	56
5mm Spacer Part #: 11101-15	8
15mm Spacer Part #: 11101-16	12
6mm x 45mm Screw Part #: 11101-17	4
8mm x 25mm Bolt Part #:11101-18	4
8mm x 50mm Bolt	4
Part #: 11101-19 10mm x 60mm Bolt	4
Part #: 11101-20 8mm x 80mm Bolt	
Part #: 11101-21 8mm x 90mm Bolt (Partial or Fully Threaded)	12
Part #:11101-22	4

REORDERING PARTS

Please contact JOOLA North America, LLC and have the following information ready:

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- Part number (from assembling instructions)
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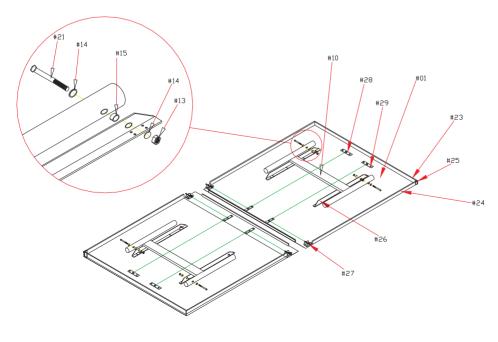


=== PRE-ASSEMBLED PARTS

Part Description		Qty
	End Apron Part #: 11101-23	2
	Side Apron Part #: 11101-24	4
	plastic corner Part #: 11101-25	4
	Metal support Part #: 11101-26	4
	Locker Set Part #: 11101-27	4
	Buckle of Locker wire line Part #: 11101-28	8
	screw Part #: 11101-29	32
		i

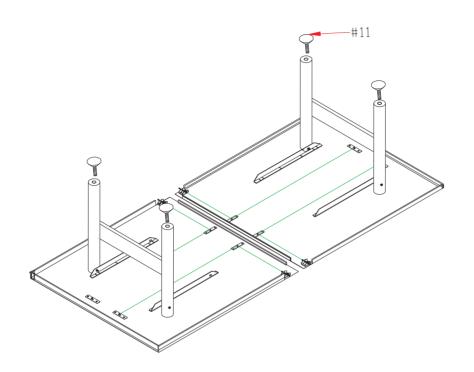
—ASSEMBLY INSTRUCTIONS

STEP 1:



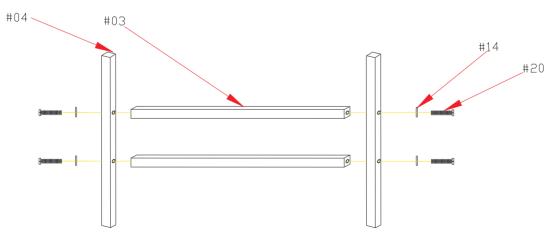
—ASSEMBLY INSTRUCTIONS

STEP 2:



STEP 3:

FIGURE 2



STEP 4:

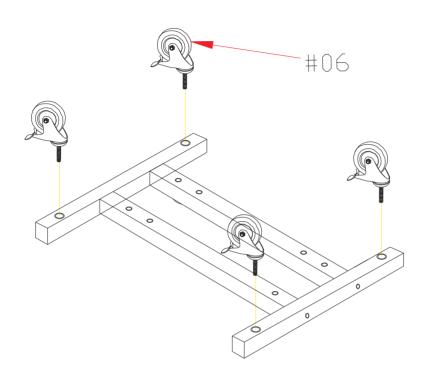
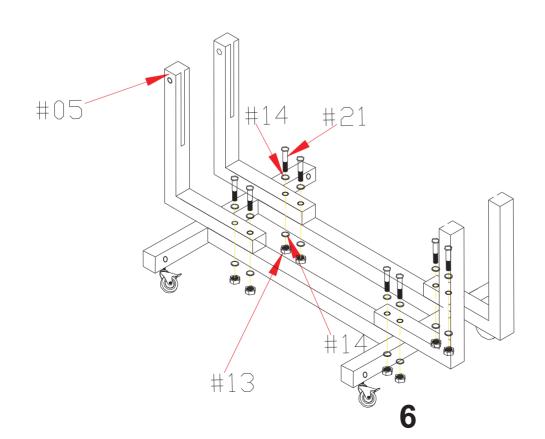


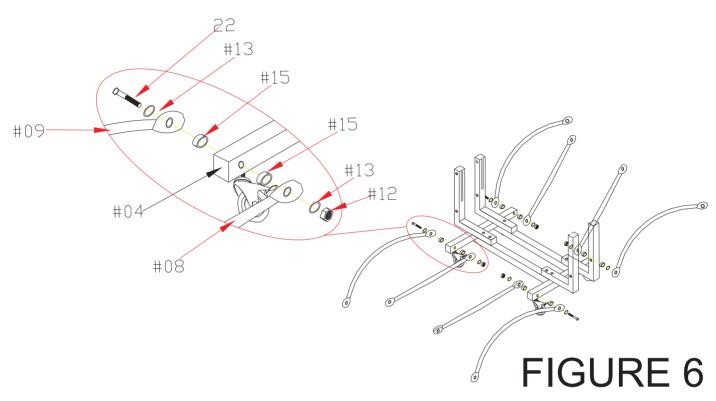
FIGURE 4

STEP 5:



= ASSEMBLY INSTRUCTIONS

STEP 6:



STEP 7:

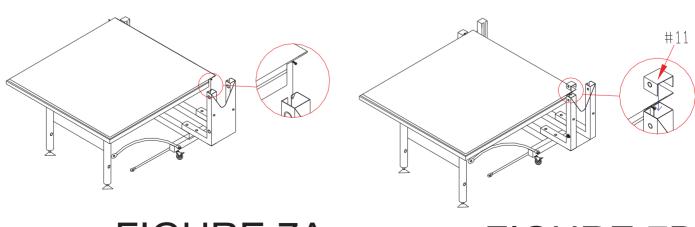
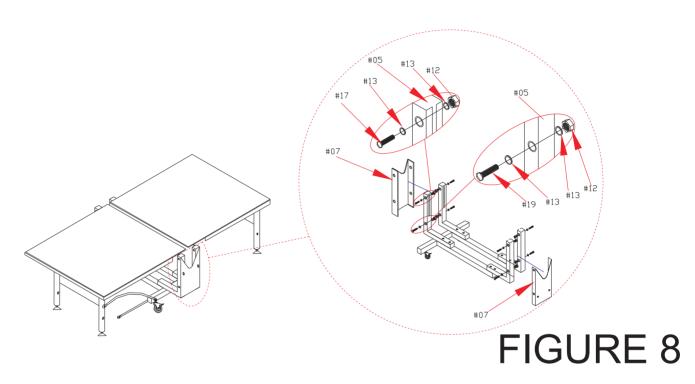


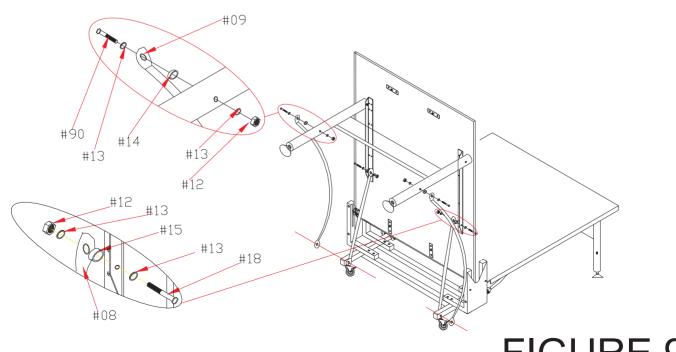
FIGURE 7A

FIGURE 7B

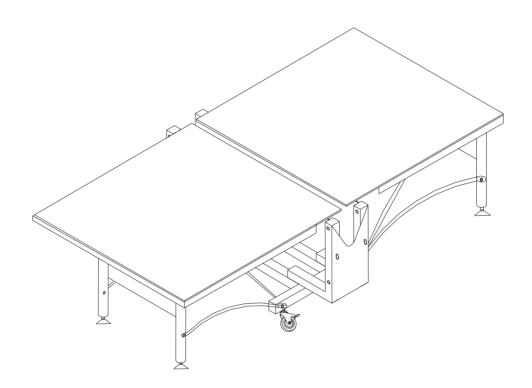
STEP 8:



STEP 9:



STEP 10:



ASSEMBLY INSTRUCTIONS:





1. Assemble the support chassis - install 10mm x60mm (12 qty) bolt with metal washer into chassis end bar to connect the chassis crossbars (make sure that holes are face up on the chassis crossbars). Install the casters (4 qty) by twisting them into the base of the chassis. Lock the casters to prevent the chassis from moving around during assembly.



2. Install angled track bars (4 qty) on upward-facing holes of the chassis using 8mm x 80mm (8 qty) bolts and tighten with 17mm washers (16 qty) and nylon locking nuts (8 qty) DO NOT tighten completely; simply secure them by hand for now (Tightening will occur at the end of step 3). Order Of Hardware: 8mm x 80mm bolt, 17mm washer, chassis, 17mm washer, nylon locking nut.



3. Attach the logo side panels (2 qty) **ONLY** on the bottom two holes using 8mm x 50mm bolts (4 qty), 17mm washers(8 qty) and nylon locking nuts (4 qty). **Order of Hardware**: 8mm x 50mm

bolt, 17mm washer, logo side panel, angled track bar, 17mm washer, nylon locking nut. Once the side panels are secure on the angled track bars, make sure they are perpendicular to the chassis end bar and tighten the bolts connecting the angled track bars to the chassis.







4. Attach crossmember bars (longer curved one (4 qty) and shorter straight one (4 qty) using 8mm x 90mm bolt (4 qty), 17mm washers (8 qty), 15mm spacer (8 qty), nylon locking nuts (4 qty) in the horizontal hole above the casters and going through the end bars. The curved crossmember bar goes on the outside while the straight bar goes on the inside. See top picture above for reference. **Order of Hardware:** From the outside inwards, the order of hardware should be 8mm x 90mm bolt, 17mm metal washer, curved crossmember bar, 15mm spacer, chassis, 15mm spacer, straight crossmember bar, 17mm washer, nylon locking nut





5. With two people lifting the table half and one person pulling the locking rings (to pull locking plungers), place the track bolt portion of the table into the angled track bar. Make sure that the table surface is facing inward. Slowly slide the track bolt down the track making sure that both sides are inserted down the track at the same pace. Not doing so could cause damage to the track, the track bolt, or the side surface of the table frame.



6. Connect the straight crossmember bars so they are on the inside of the corner bracket (already attached to table) using the 8mm x 25mm bolts (2 qty), 17mm washers (4 qty), 5mm spacer (2 qty), nylon locking nut (2 qty). **Order of Hardware:** From the outside inward, 8mm x 25mm bolt, 17mm washer, corner bracket, 5mm spacer, straight crossmember bar, 17mm washer, nylon locking nut.



7. Attach the logo 'H' leg (1 qty) to the angle braces on the top hole by using the 8mm x 80mm bolts (2 qty), 17mm washers (4 qty), 5mm spacer (2 qty), nylon locking nut (2 qty). **Order of Hardware:** From the outside inward, 8mm x 80mm bolt, 17mm washer, "H" Leg, 5mm spacer, corner bracket, 17mm washer, nylon locking nut.



8. Connect the other end of the curved crossmember bars to outside of the logo 'H' leg using the 8mm x 90mm bolts (2 qty), 17mm washers (4 qty), 15mm spacers (2 qty), nylon locking nut (2 qty). **Order of Hardware:** From the outside inward, 8mm x 90mm bolt, 17mm washer, curved crossmember bar, 15mm spacer, 'H' Leg,17mm washer, nylon locking nut.

9. Repeat steps 5-8 for the other table half.

ASSEMBLY INSTRUCTIONS



10. IMPORTANT: Install track cover (4 qty) over the angled bar. Align the hole on the track cover, the logo side panel, and the angled track bar and affix the 6mm x 45mm screw (4 qty).



11. Completed Table.

All assembly instructions are described with all bolts and parts from the outside looking inward.

NET ASSEMBLY

- **1.** Make sure the table is folded down in play position. To do so, release the safety latch and carefully lower each table half.
- 2. Attach one net clamp to the middle edge of where the the table halves would meet. Repeat this with the other net clamp on the opposite side. Slide the Net post into the slot on one side of the table, and do the same for the other. Make sure the white fabric of the net is on top. Take the string and attach it to the base of the net post securely.





USAGE INSTRUCTIONS

Unfolding the Table:

When unfolding the table, the first step is to lock the casters. Then take caution so that all areas around you are clear. Please remember, the table is very heavy. If you are worried that it may be too heavy, it is recommended that at least two people unfold the table. To unfold the table, pull on both locking rings. By pulling on the locking rings, it releases the lock plunger from the lock position so that the table surface is able to fold down into play position. After unlocking the table, slowly lower the table half down. Do the same for the other half. Then install the net and post set and enjoy your Infinity Table Tennis Table.

Folding the Table:

To fold the table into storage position, the first step is to lock the casters. Next, ensure that the net and post set have been removed from the table. Failure to do so could cause damage to the table hen trying to fold the table with the net and post set still attached. Please remember that the table is very heavy. Ensure that you have enough ceiling height to raise the table half. If you are worried that the table will be too heavy for you to lift, it is recommended that at least two people fold the table. Raise the table half to the vertical position until you hear a loud clicking noise. Then inspect the two white side logo plates to ensure that the locking plungers are extruding from the plate. If they are not, please gently but carefully rock the table half until the plunger extrudes from the hole. Do the same for the other half.

Playback Position:

Playback position is achieved by unfolding one half of the table and folding the other half. Make sure that the folded half has the locking plungers in place. Always use the locking casters and place them in lock position when the table is in playback position for added safety.

Leveling:

The Infinity table comes with leveling feet. Spin the leveling feet to the correct height to make the table level.

Using the locking casters

When the table is in storage position, or in play position, please remember to always lock the casters for added safety.

RULES OF THE GAME =

Terms and Definitions:

- Rally the period during which the ball is in play.
- In play once the ball is intentionally projected in service.
- Let a rally, the result of which is not scored.
- · Point a rally, the result of which is scored.
- Racket hand the hand holding the racket.
- Strike to touch the ball with the racket while carried in the racket hand, or with the racket hand below the wrist.
- · Server the player required to strike the ball first in a rally.
- Around the net under or around the projection of the net and its supports outside the table, but not between the end of the net and nost
- Server's right hand court the part of the playing surface nearest the server and to his right of the center line.
- Server's left hand court the part of the playing surface nearest the server and to his left of the center line.
- Receiver's right hand court the part of the playing surface on the other side of the net from the server and to his left of the center line.
- Obstruction if the player himself or anything he wears or carries, touches the ball during a point, before it touches the player's court since last being struck by the opponent.

The Choice of Sides and Service:

The choice of sides and the right to serve or receive first in a match shall be decided by a toss. The winner of the toss may:

- Choose to serve or receive first, and then the loser has the choice of sides.
- Choose a side, and then the loser has the choice to serve or receive first.
- · Require the loser to make first choice.

In doubles: The pair having the right to serve first in any game decides which partner will do so. In the first game of a match, the opposing pair then decides which partner will receive first. In subsequent games of a match, the serving pair chooses their first server and the first receiver then is established automatically to correspond to the first server.

Order of Play:

- In singles: The server first makes a good service and then the receiver makes a good return. Thereafter, server and receiver alternate making good returns.
- 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. This process is repeated until the point is over.

Changing of Sides:

The players (or pairs, if in doubles), alternate sides after each game until the end of the match. In the last possible game of a match, the players or pairs change sides when the first player or pair scores five points.

Changing of Service:

- In singles: After two points, the receiver becomes the server and so on, until the end of the game or the score 10-10. From the score of 10-10, also known as 'deuce,' each player delivers only one service in turn until one players leads by two and ends the game.
- In doubles:
 - The first two services are delivered by the selected partner of the pair who has the right to serve and are received by the appropriate partner of the opposing pair.
 - The second two services are delivered by the receiver of the first two services and are received by the partner of the first server.
 - The third two services are delivered by the partner of the first server and are received by the partner of the first receiver.
 - The fourth two services are delivered by the partner of the first receiver and are received by the first server.
 - The fifth two services are delivered and received as the first two, and so on until the end of the game, or the score 10-10.
 - From the score 10-10 the sequence of serving and receiving are the same, but each player delivers only one service in turn until one player leads by two and ends the game.
 - The player or pair who served first in a game receives first in the next game and so on, until the end of the match. In the last possible game of a doubles match, the receiving pair changes the order of receiving when either pair first reaches the score of five. In each game of a doubles match, the initial order of receiving is opposite to that in the immediately preceding game.

Service

Service begins with the ball resting on the palm of the free hand, which must be open and flat. The server then tosses the ball upwards (6 inches) and strikes it before the ball touches anything else. At the moment of impact of the racket on the ball, the ball must be behind the end of the line of the server's court or any imaginary extension thereof and above the level of the playing surface. The ball must make contact with the server's side of the table before hitting the opponent's side. Up until the ball is struck, the ball

must be above the level of the playing surface and behind the server's end line, and it cannot be hidden from the receiver.

- In singles: After striking 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, the other team wins a point.

Return:

The ball, having been served or returned, must be struck so that it passes over or around the net assembly and touches the opponent's court, either directly or after touching the net assembly.

Serving or Receiving Out of Order:

- If, by mistake, the players neglect to change ends when required, play is interrupted as soon as the error is discovered and the players change ends. If a game has been completed since the error, the error is ignored.
- If, by mistake, a player serves or receives out of turn, play is interrupted and continues with that player serving or receiving who, according to the sequence established at the beginning of the match, should be server or receiver respectively at the score that has been reached.

Ball is 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 side of the 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 the wrist.
- It is struck by a player, more than once, consecutively.
- It is struck, in doubles, by a player out of sequence, except where there has been a genuine error in player order.

A ball, which strikes the top edge of the table, is still in play. A ball that strikes the side of the table below the edge, is out of play, so the play and the point are counted against the last striker.

Let:

The rally is a let:

- If the ball is served, and in passing over or around the net, it touches the net or its supports, provided the service is otherwise good or the ball is obstructed by the receiver or his partner
- If a service is delivered when the receiver or his partner is not ready. However, a player may not be considered unready if he or his partner attempts to strike the ball.
- If owing to an accident outside his control, a player fails to make a good service or a good return or otherwise violates a rule.
- If it is interrupted for correction of an error in playing order.

Loss of a Point:

Unless the rally is a let, a player loses a point:

- If he fails to make a good serve.
- If he fails to make a good return.
- · If he volleys the ball.
- If he strikes the ball with the side of the racket blade which has an illegal surface.
- If he, or anything he wears or carries, moves the playing surface while the ball is in play.
- If he, or anything he wears or carries, touches the ball in play before
 it has passed over the end line or side line, not yet having touched
 the playing surface on his side of the net since being struck by his
 opponent.
- If his free hand touches the playing surface while the ball is in play.
- If he, or anything he wears or carries, touches the net or its supports while the ball is in play.
- If, in doubles, he strikes the ball out of proper sequence.

Official Game Rules:

A game is won by the player (or pair, if in doubles) first scoring 11 points, unless both players (or pairs) score 10 points. Then, the game is won by the first player or pair that subsequently gains a lead of two points.

Playing a Match:

A match consists of the best of any odd number of games (usually five or seven).



JOOLA North America, LLC ("JOOLA") warrants JOOLA tables to be free from defects in workmanship and materials under normal use and conditions for a period of one year from the date of original purchase in the United States and Canada.

JOOLA Table Registration Card

The JOOLA Table Registration Card must be filled out completely and mailed to the Company at the address printed on the card within 10 days from the date of your purchase of the JOOLA table. You can also access this card, via www.joolausa.com and submit your information electronically.

What is Covered

Except as provided below, the Limited Warranty covers all defects in materials and workmanship.

This Limited Warranty is void if the JOOLA table is:

- damaged through improper usage, negligence, misuse, abuse, transportation damage, acts of nature, or accident (including failure to follow the instructions supplied with the JOOLA table)
- used in commercial applications or rentals
- modified by anyone not authorized by JOOLA

If during the Limited Warranty period, any part or component of the JOOLA table is found by JOOLA to be defective, JOOLA will, at its discretion, repair the table, offer replacement JOOLA parts or table (either the same or an equivalent model), allow the original retailer of the table to exchange the defective table with a new JOOLA table (either the same or an equivalent model), or refund the original purchase price of the JOOLA table, without charge for labor or parts. JOOLA's obligation to repair, replace, or exchange the JOOLA table, however, is limited to the amount of the original purchase price of the JOOLA table.

How to Obtain Warranty Service

In order to obtain warranty service under this Limited Warranty, please follow the following steps:

- · User must have completed and submitted the JOOLA Product Registration Card to JOOLA within 10 days of purchase.
- · Retain the original copy of the sales receipt.
- Call JOOLA's Customer Service Department at (301) 816-3060 anytime from 9:00 am to 5:00 pm (EST) to notify JOOLA of the nature of
 the problem and to find out how to obtain servicing. JOOLA will decide whether the JOOLA table may be serviced at user's location or at a
 location designated by JOOLA.
- If instructed to return the JOOLA table to JOOLA for servicing, user is responsible for shipping the JOOLA table, at his/her own expense, to the address provided by JOOLA in adequate packaging that will protect against further damage.
- · Include owner's name, address, daytime telephone number, model number of the JOOLA table, and a description of the problem.
- · JOOLA will pay for any shipping charges to return the repaired or replaced JOOLA table.

THIS LIMITED WARRANTY IS AVAILABLE ONLY TO THE ORIGINAL PURCHASER OF THE JOOLA TABLE AND IS VALID IN THE UNITED STATES AND CANADA ONLY.

JOOLA'S LIABILITY IS LIMITED TO THE REPAIR OR REPLACEMENT, AT ITS DISCRETION, OF ANY DEFECTIVE JOOLA TABLE AND DOES NOT INCLUDE ANY LIABILITY FOR INDIRECT, INCIDENTAL OR CONSEQUENTIAL DAMAGES OF ANY KIND.

THIS WARRANTY IS EXPRESSLY MADE IN LIEU OF ALL OTHER WARRANTIES, EXPRESSED OR IMPLIED.

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

JOOLA Consumer Service Department

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Fill out the card below or register online at joolausa.com



RODUCT WARRANY REGISTRATIONS

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INVOICE/REFERENCE	NUMBER:			
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VISIT WWW.JOOLAUSA.COM FOR ALL YOUR TABLE TENNIS PRODUCT NEEDS

About JOOLA North America

JOOLA North America traditionally offers a full line of tables, rackets, rubbers, and balls in striving to meet the needs for every type of player. JOOLA is best known for its Olympic-quality tables, whose surfaces were featured in the 1996, 2000, and 2004 Olympic Games. In North America, JOOLA works extensively with North American Table Tennis (NATT), a professional event planning company that runs the majority of the largest competitions in the United States. The JOOLA North American Tour features major competitions across the US managed by NATT since 2000. JOOLA is also the proud supporter of the JOOLA North American Teams Championships, which is the single largest tournament in the world with approximately 150 tables and 1000 participants. Held annually in Baltimore, Maryland over Thanksgiving weekend, it attracts the best players from around the world. What sets JOOLA NA apart from its competitors is that it is owned and run by the full spectrum of table tennis participants, from enthusiastic spectators to former top U.S. players. The staff 's collective experience as players, tournament operators, and equipment vendors is unparalleled anywhere else. As a result, the company has been able to service a wide variety of clientele and has been growing rapidly each year.



Introduction to North American Table Tennis (NATT)

When you are ready! North American Table Tennis is here to help you make the jump to play competitive table tennis in the United States. North American Table Tennis runs a National Tournament series that runs coast to coast through the entire year! Visit **www.natabletennis.com** for more information.

JOOLA NORTH AMERICA, LLC

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