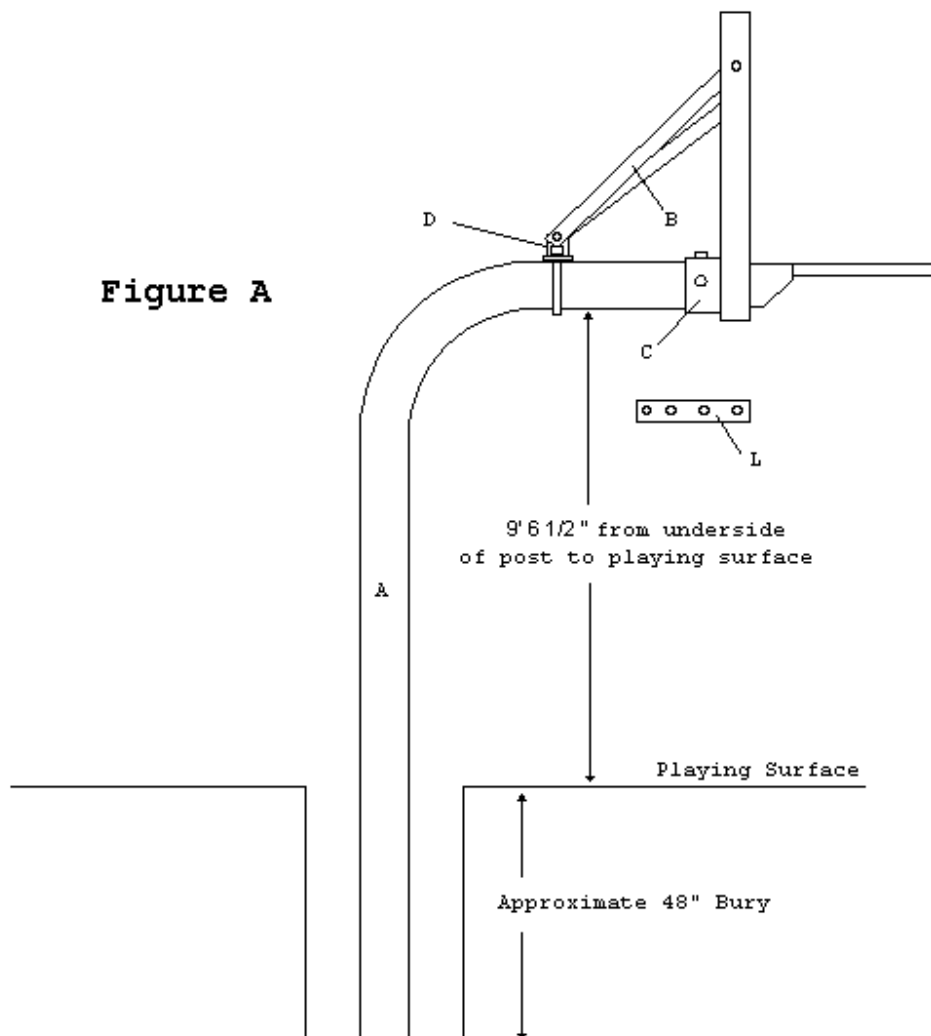


## RuffNeck Series Assembly Instructions

Figure A



### Bill of Materials

A (1) Bent Post

B (2) Backboard Brace

J (3) 3/8" Lockwasher

K (3) 3/8" Hex Nut

C (1) Nosecone

L (1) Backboard Frame Support

D (1) T-Clamp

E (1) 4 ½" U-Bolt

F (2) ½" Hex Nut

G (2) ½" Lockwasher

H (5) 3/8" x 1 ¼" Hex Bolt

I (4) 3/8" Flatwasher

NOTE: Immediately unpack all components and cross check against bill of materials. Report any shortages to First Team customer service at 1-888-884-6677.

1. Locate and dig an 18" minimum diameter x 48" deep hole.
2. Insert long end of vertical pole into hole. Brace post in footing hole so that the underside of the extension arm is 9' 6 1/2" from the playing surface (see Figure A).
3. Mix and pour concrete into footing hole using (12) 80 lbs. bags of pre-mix concrete. Fill footing hole to top with concrete and crown for drainage. Make sure post is straight and plumb. STOP! Allow 48 hours minimum drying time before continuing assembly.
4. If you purchased a RuffNeck Supreme package (FT222 backboard 3 ½'x 6' clear acrylic) you must remove and discard the (4) steel grommets located at the rim holes in your backboard before proceeding. Attach rim, backboard and nosecone together as shown in Figure B using the bolts provided with the rim. The nosecone should be attached so the welded nuts are at 12 and 3 o'clock. Note to RuffNeck Supreme customers: Because the holes in your 3 ½'x 6' clear acrylic backboard are oversized holes, it is EXTREMELY important that special care is take to perfectly center the nosecone over the rim holes so the backboard does not crack while tightening rim. If you purchased an acrylic backboard you should have received 2 rubber gaskets (provided with backboard). Place one rubber gasket between the nosecone and the backside of the board. The other gasket fits between the backplate of the rim and the face of the backboard. Additionally, if you purchased a FT215 or an FT220 acrylic backboard, bolt on the backboard frame support to the center four holes located at the top of your backboard frame using the 5/16" hardware provided with the backboard. Disregard the backboard frame support for all other backboards. To attach the backboard frame support you must first remove and discard the plastic shipping strap currently located at the backboard joint.
5. Lift Rim/Backboard/Nosecone assembly up in an inverted position (see Figure C) and slide nosecone all the way over the open end of the bent post. Then turn the Rim/Backboard/Nosecone assembly 180 degrees until it is in the full upright, playing position. Tighten nosecone down against bent post using (2) 3/8"x 1 ¼" hex bolts. Check both backboard and rim for level and make any necessary adjustments.
6. Loosely attach T-Clamp to extension arm using the 4 ½" U-Bolt, ½" lockwashers and ½" hex nuts provided. If you purchased a RuffNeck Max, RuffNeck Flight, or RuffNeck Dynasty

package be sure to also attach the backboard braces to the T-Clamp using the same 1/2" hardware, you will not use the welded tab on the T-Clamp. Note: Attach backboard braces to welded tab on the T-Clamp for all other RuffNeck packages. Use (1) 3/8"x 1 1/4" hex bolt, (2) 3/8" flatwasher, (1) 3/8" lockwasher and (1) 3/8" hex nut when attaching backboard braces to T-Clamp welded tab.

7. Attaching backboard braces to backboard: For RuffNeck Max, RuffNeck Flight and RuffNeck Dynasty packages use (2) 3/8" x 1 1/4" hex bolt, flatwashers, and lockwashers to attach backboard braces to the upper threaded connecting points on the backside of the backboard. You may have to remove the plastic plugs before attachment. For all other RuffNeck packages attach braces to either side of the board using the 3/8" hardware. Bend braces to fit as necessary.

8. Check entire unit to make sure all components are square. If necessary, the backboard level front to back can be adjusted by loosening both the 3/8" hardware on the nosecone and the 1/2" U-Bolt. Simply slide the T-Clamp forward or backward along the extension arm to slightly adjust the pitch of the backboard.

9. Tighten all hardware and attach net.

