

BEFORE YOU BEGIN:

GATHER

- 1 quart paint—Choose a color which contrasts with your surface: dark color on concrete or light color on asphalt. On a smooth concrete surface you may want to have silica sand in the paint to provide a non-slip surface when wet. 100% acrylic latex outdoor house paint works well, but ask your paint supplier for recommendations.
- 2 A pan for the paint—roller supplied.
- 3 Tape—2" masking tape works best.
- 4 String (10 feet), with a nail or pen tied to the end (plumb bob).

CLEAN THE SURFACE—If there is oil or mud, you should spray the surface clean with water and let it dry.

NOTE: DO NOT BEGIN ON A WET OR WINDY DAY

TO BEGIN:

- 1 Tape the string/nail (plumb bob) to the center/front of the backboard so that the nail hangs just slightly above the court surface (Diagram #1). The nail indicates the **STARTING POINT**.
- 2 Unfold one turn of each of the six stencil sections and place them as shown in Diagram #2 so that the starting holes line up like dominos. The corners of the two panels with single starting holes meet at the starting point.
- 3 Unroll one center section (next to the **STARTING POINT**) straight out onto the court, taping it down flat as you unroll (Diagram #3). Unroll another section next to the first one, but before you tape it down check to be sure that the free throw line is straight. Check your court size as well. If it has less than 21 feet from the starting point to the end of the court, you may want to move the starting point behind the backboard to allow the top of the key to be on the court. Now unroll and tape the rest of the sections keeping the stencil flat, the edges together, and the free throw line straight (Diagram #4). Finished court size is approximately 13 x 21 feet.
- 4 Roll the paint over the stencil holes, except for the extra holes out at the end of one panel (Diagram #4). When you've finished painting, pull up the stencil: no need to wait.
- 5 If you want to extend the 3 point line or create solid lines, use the extra connecting stencils to paint between the dashes (Diagram #4).

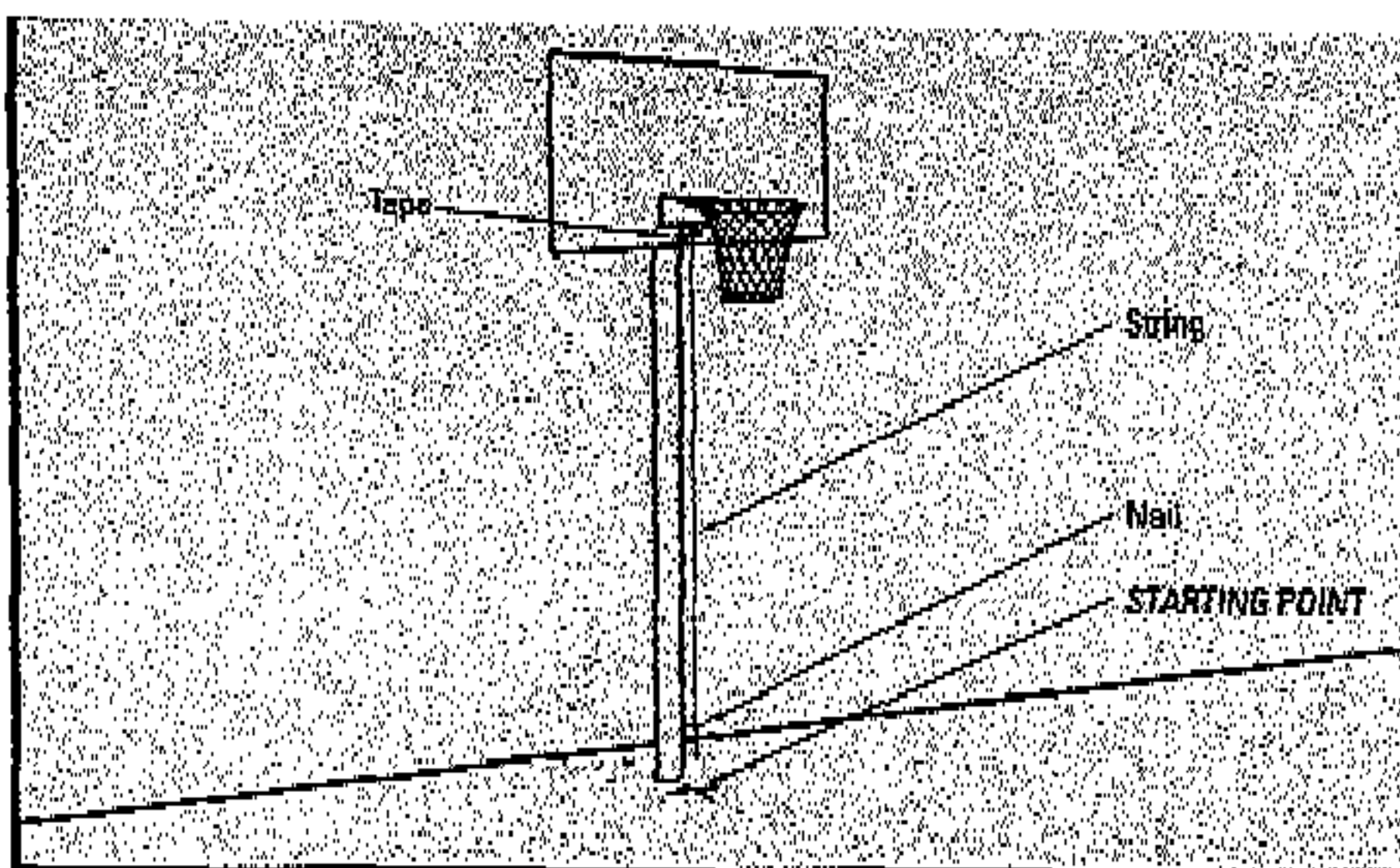


DIAGRAM 1

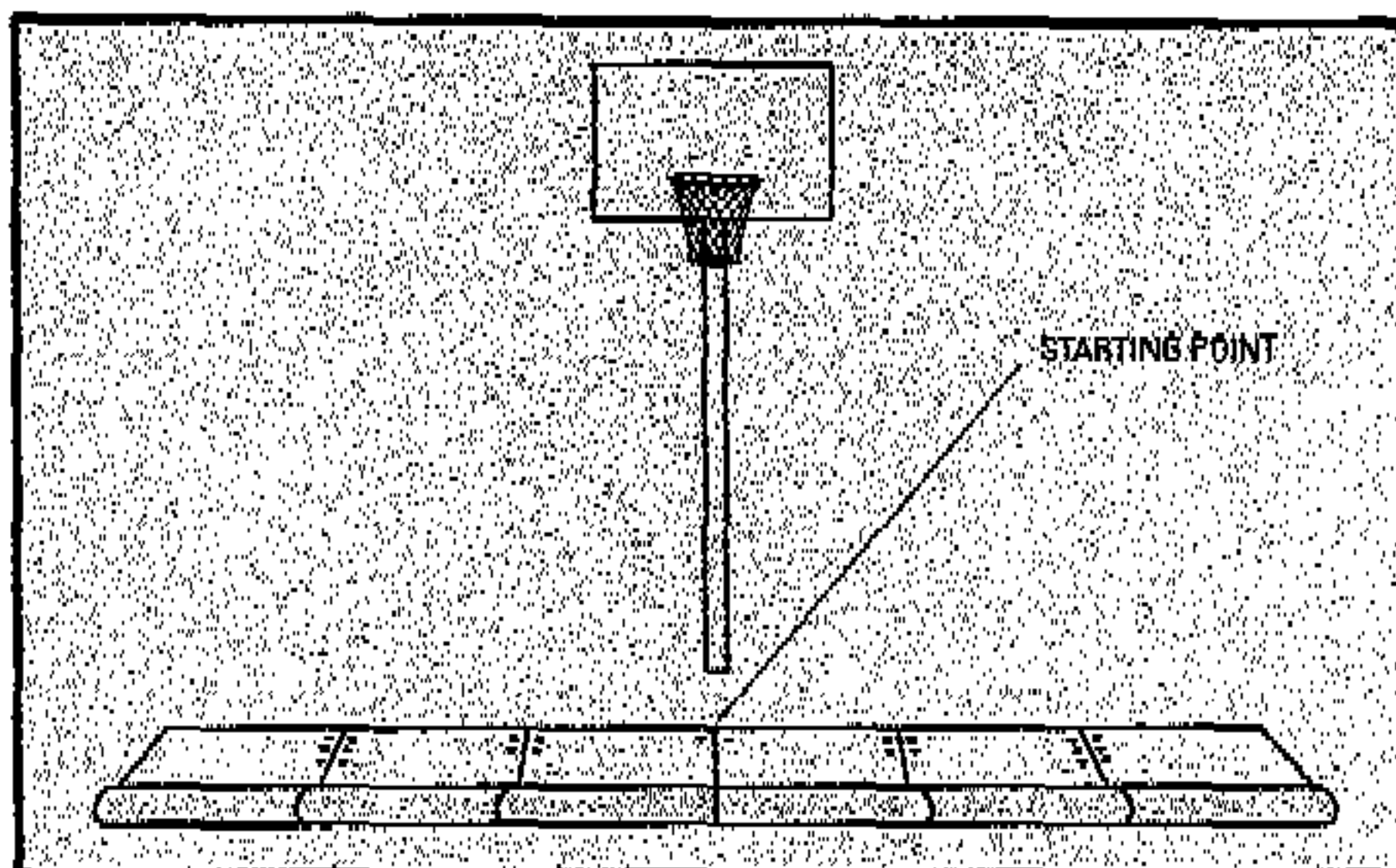


DIAGRAM 2

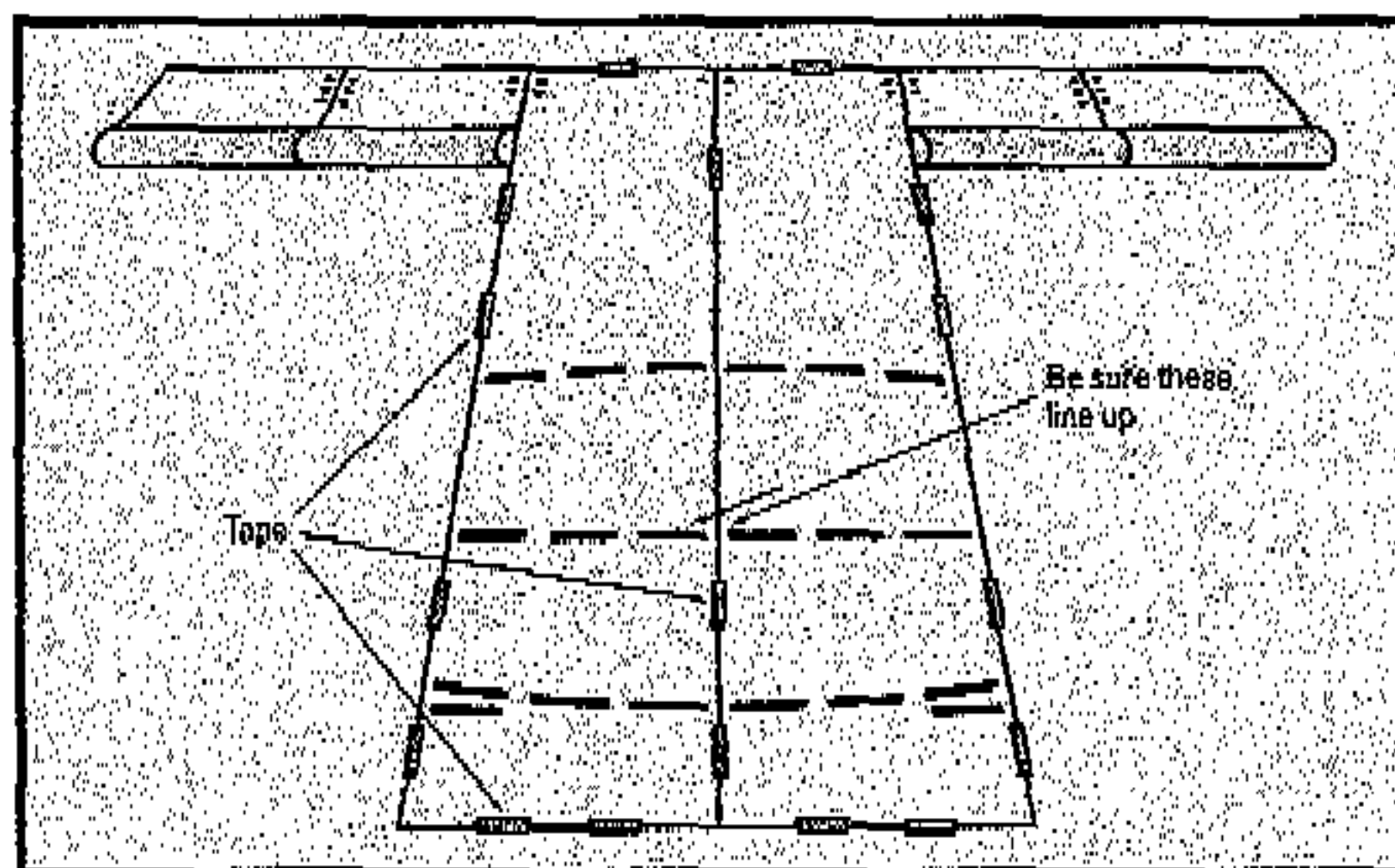


DIAGRAM 3

