
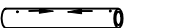

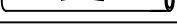
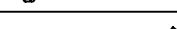



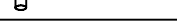


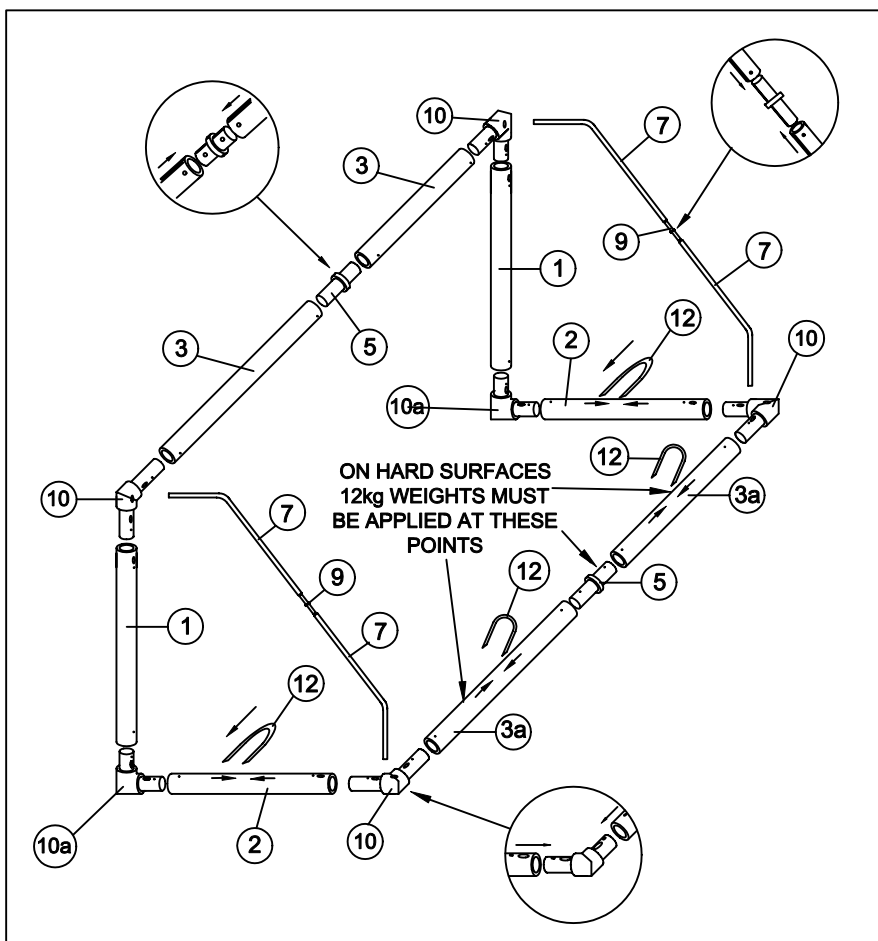
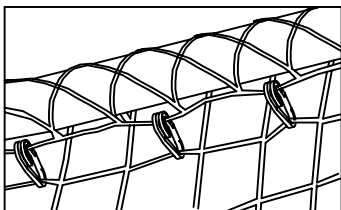


COMPONENT CHECKLIST AND ASSEMBLY INSTRUCTIONS

COMPONENT	No	Qty
	1	2
	2	2
	3	2
	3a	2
	5	2
	7	4
	9	2
	10	4
	10a	2
	12	4
NET	13	1
 QUICK CLIPS	14	1 bag



IMPORTANT SAFETY INSTRUCTIONS

- Always inspect the goal post and net for defects before use and replace damaged parts in accordance with BS 8461:2005 code of practice.
 - Do not use goal with faulty parts.
 - The goal must always be secured to the ground. Weights to be used on hard surfaces, ground anchors on grass.
 - Never climb on the net or the goal frame.
 - The goal must never be used without the net fitted.
- Please adhere to the safety instructions at all times.
Please refer to the Football Association web site (www.thefa.com) and British Standards for all recommended safety procedures.

ASSEMBLY INSTRUCTIONS

- Assemble the base first, select item 3a's with the ground anchor positions marked on for the base.
- Assemble the cross bar and uprights.
- Fit the cross bar and upright assembly to the base.
- Assemble the tension bars items 7 & 9 together.
- Fit the tension bar assemblies to the goal. It is important that the tension bar is fitted into the top of the goal first, then fit into the large hole at the back of the base.
- Fit the net by wrapping the net round the post and clipping on the inside. Coloured cord denotes top of the net.
- Ensure the posts are upright and the cross bar is level before securing to the ground with the anchors in the 4 positions indicated, anchors to be inserted at 45 degree angle.

INFORMATION

- When the goal is not being used, dismantle and store in a secure area.
- This goal has been independently tested and complies with BS8462:2005.
- Not suitable for children under 3 years old due to small parts i.e. quick clips and length of cord.
- It is recommended that the goal is assembled by an adult.