

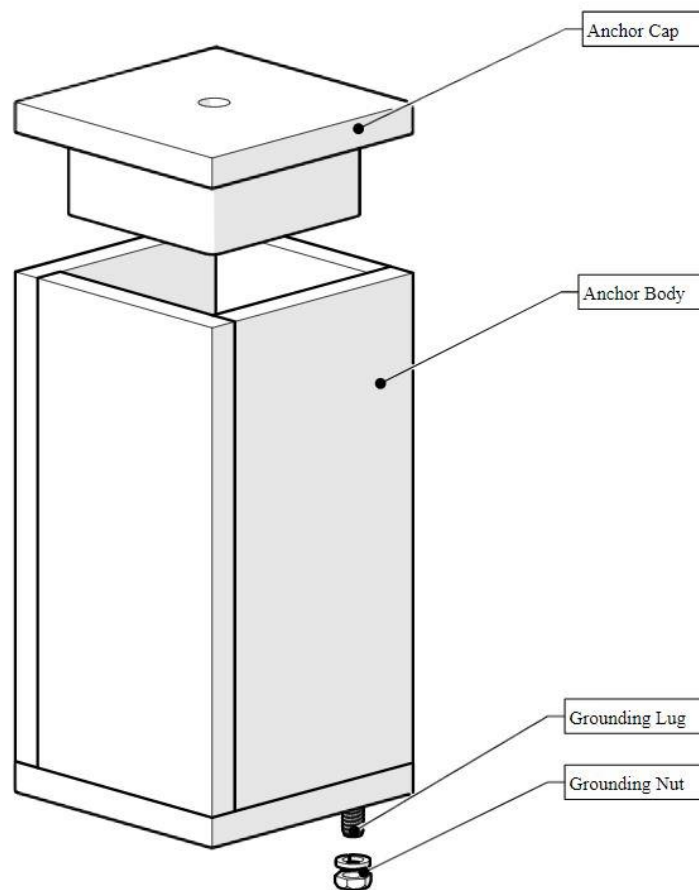


BASKETBALL HOOP AND ANCHOR ASSEMBLY INSTRUCTIONS



You have purchased a Spectrum Square Post Basketball Hoop and Anchor. Providing the unit is installed correctly and properly maintained, it will furnish you with many years of trouble free use. It is important to read this entire manual prior to beginning installation.

Each unit will arrive fully assembled. Before accepting the unit from the carrier, inspect for visible damage. Spectrum is not responsible for lost or damaged freight.



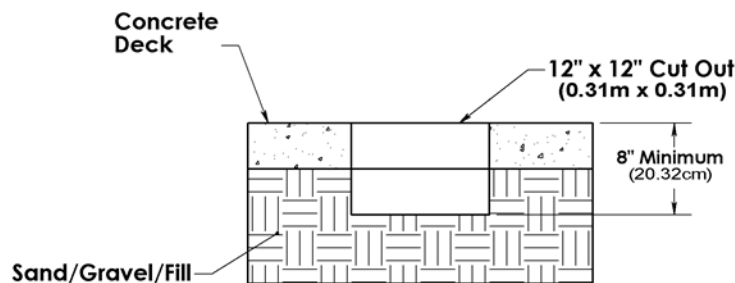
INSTALLATION OVERVIEW

CAUTION: Do not install Basketball Hoop until concrete has cured completely.



Retro-fit Anchor Installation

1. Determine the desired location for the anchor.
2. From the center of the desired anchor location, using a marking pen or chalk, mark a 12" x 12" square. This is the concrete to be removed to accommodate the installation of the compression anchor. It is recommended that the anchor be located at least 6" from any expansion joint, crack, drain, or similar structure in the concrete deck.
3. Use a concrete cutting saw; cut the 12" x 12" square out of the existing concrete deck. Using a heavy/sledge hammer to break the cut section of concrete – remove the section of concrete from the deck, see below.



Note: If the concrete deck is less than 6" thick, dig out the bottom of the hole to about 8" below the deck surface.

4. Locate a bonding source to bond (ground) the anchor. The steel rebar-bonding grid of the pool deck is the best choice for bonding the anchor. Attach a No. 8 solid copper wire (NEC Section 680-22) from the bonding bolt on the side of the anchor to the bonding grid.

Note: If the concrete deck is 8" thick or more, an alternative anchor installation method may be used. In lieu of saw cutting the concrete deck, a concrete core drill may be employed to cut a 5" diameter hole at the desired anchor installation location. Epoxy or hydraulic cement may be used to secure the anchor in place. Make sure the anchor is properly bonded.

The anchor should be covered before pouring concrete – preventing concrete from entering the anchor opening.

5. Fill the hole in the deck around the anchor with non-expanding concrete. Set the anchor so that the Anchor Cap is flush to the deck surface.
6. Use a level, to level the anchor making sure that it is vertically plumb in all directions. Allow the concrete to cure for at least 7-days before installing Basketball Hoop.



New Construction Anchor Installation

1. Determine the desired location for the anchor(s).
2. Locate a bonding source to bond (ground) the anchor. The steel rebar-bonding grid of the pool deck is the best choice for bonding the anchor. Attach a No. 8 solid copper wire (NEC Section 680-22) from the bonding bolt on the side of the anchor to the bonding grid.
3. Secure anchor in place – proper height – anchor may be mudded in place. Set the anchor so that the finished top is flush with finished deck level.
4. Use a level to insure the anchor is vertically plumb in all directions.
5. Place tape over the hole in the top of the anchor before pouring concrete deck – preventing concrete from entering the anchor opening.
6. Pour concrete deck and finish. Allow the concrete to cure for at least 7-days before installing and using the Basketball Hoop.

Care and Maintenance

Your new Basketball Hoop and anchor should not require any routine maintenance. Stainless steel products can be maintained in accordance with the following instructions.

The following should be performed periodically to ensure safe and dependable use.

1. Remove any discoloration with a 3M scratch pad (stainless steel components only). Wipe clean with a sponge dampened with Spectra-Clean™. Repeat these steps several times to passivate the stainless steel. Spectra-Clean™ kits are available from Spectrum (Part Number 202050-00). Do not spray with high-pressure water, only clean with non-chlorinated water.

Troubleshooting

Any questions about your new Basketball Hoop or Anchor can be answered by Spectrum Customer Service by calling 406.532.6321