

HOW THE GAME IS PLAYED:

The game may be played either as a simple fun game, i.e. casual play, or competitively as summarised in this paragraph. The detailed rules follow. The game should be played according to the rules, observing fair play and a sporting spirit.

1 SUMMARY: CASUAL PLAY: Should the players wish to play for fun or simply practice, the LOOSE-LOOP* may be positioned in the FREE WHEEL GROOVES* above or below the TURBOSLEEVE* where it may be played indefinitely in either direction without interruption. Strokes or "shots" are then played at the ball so as to drive it around the pole.

2 SUMMARY: COMPETITIVE PLAY: A game is played by two players. One player (the server) starts the game by serving with the LOOSE-LOOP of the trace placed around the centre of the TURBOSLEEVE on the pole and may only play the ball from right to left, which drives the LOOSE-LOOP OF THE TETHER UPWARDS AROUND THE TURBOSLEEVE, for the duration of each game. The other player (the receiver) plays only in the opposite direction. The object is to win a game by driving the LOOSE-LOOP off the top or bottom of the TURBOSLEEVE. After each game service changes. The players may play the ball whenever possible and do not have to wait for their opponents to play a shot before hitting it again. (NOTE: Players may however, agree that they will hit the ball alternately and it is recommended that beginners play this way. If this is agreed, a player must wait for his opponent to play the ball before hitting the ball again.)

DETAILED COMPETITIVE RULES - Rules 2-17

OBJECT: TO WIN A GAME BY DRIVING THE LOOSE-LOOP OFF THE TOP OR BOTTOM OF THE TURBOSLEEVE: The object is to win a game by playing shots at the ball so as to drive the LOOSE-LOOP of the tether around the TURBOSLEEVE against the opposite efforts of one's opponent off either the top or bottom of the TURBOSLEEVE and into a FREE WHEEL GROOVE.

DIRECTION OF PLAY: The server may only serve or play the ball from right to left, i.e. the LOOSE-LOOP is driven upwards around the TURBOSLEEVE towards the top FREE WHEEL GROOVE. The receiver may only play from left to right, i.e. the LOOSE-LOOP is driven downwards around the TURBOSLEEVE towards the bottom FREE WHEEL GROOVE.

Penalty: Loss of game for playing in the wrong direction.

ELECTION OF SERVER: The election of server for the initial game shall be determined by the toss of a coin or spin of a CHECKERBAT* in one's hand or on the ground.

SERVICE, START and PLAY OF GAME:

1 The server may start the game by serving from any spot he chooses and during the game the players may move wherever they wish around the pole. Players must, however, at all times stand outside the arc of travel of the ball and tether.

2 The LOOSE-LOOP of the trace must be placed around the centre of the TURBOSLEEVE.

3 When the receiver is ready, the server shall serve by playing the ball in a smooth horizontal arc around the pole to the receiver.

Penalty: Should any player infringe this rule, the opponent, before the ball is played after the infringement, may call for the game to be restarted.

COMPLETION OF EACH GAME: A game is completed the moment either player causes the LOOSE-LOOP either:

1 to rise above the TURBOSLEEVE and become trapped in the top FREE WHEEL groove (i.e. the server wins), or

2 to drop below the TURBOSLEEVE and become trapped in the bottom FREE WHEEL GROOVE (which runs around the pole immediately above the SKIRT) (i.e. the receiver wins).

CHANGE OF SERVICE AND DIRECTION OF PLAY:

After each game the players shall change service and direction of play.

8. SHOTS: (i.e. "playing" the ball by striking it or hitting it with the bat).

8.1 Definition: A player may only hit the ball or cord with the bat (or hand or wrist holding the bat - contact with a player's forearm or any other part of the body or clothes is illegal). Any legal contact with the ball or cord shall be considered a shot. A player does not have to succeed in reversing the direction of the ball (i.e. a glancing touch is still contact and therefore a shot).

Penalty: Loss of game, if claimed by opponent.

8.2 "Pole Shot" (Fault)

Penalty: If any player causes the ball to directly strike the pole, (i.e. Not after the cord has wrapped around the pole), the opponent shall win the game.

8.3 Timing of Shots: A player is not obliged to hit the ball immediately.

8.4 Attempted Shot or Miss: An attempted shot or serve which does not make contact with the ball or cord does not count as a shot or serve.

9. TANGLES:

9.1 Pole Tangle (no fault). There is no fault should the tether become entangled on or wrapped around the pole or the TURBOHEAD assembly. Should a pole tangle occur, the game shall immediately stop and the tangle be unravelled. The player who recovers the ball and unravels the tangle shall restart the game by serving from the position occupied by that player when the tangle occurred.

9.2 Bat, Hand or Wrist Tangle (fault)

Penalty: Loss of game, if the opponent claims a fault. (A tangle includes any momentary wrapping or snagging of the ball or cord on bat, hand or wrist.)

10. SET: The player who first scores three games wins a set, except that the set must also be won by a margin of at least two games and, if necessary, play will continue until this margin is achieved.

11. MATCH: A match shall consist of a number of sets, the winner being the first player to win three sets, or when more suitable two sets.

12. STANDARD HANDICAP: If both players agree beforehand to adopt "Standard Handicap", the loser of any given game shall be entitled to have the next game started with the LOOSE-LOOP placed one complete revolution around the TURBOSLEEVE closer to the end to which the loser will be hitting than in the previous game. (Each successive turn of the helical groove away from the centre of the TURBOSLEEVE is numbered).

13. POLE RESETTING: At the option of either player the pole may be reset in the ground after the end of a game so as to restore maximum rigidity.

14. INTERFERENCE: No player may obstruct, interfere with, verbally distract, or put off his opponent, or abuse the good spirit of the game in any way.

Penalty: Loss of Game.

15. UMPIRE: In matches where an umpire is appointed, his/her decision shall be final.

16. DOUBLES: This is a very exciting fun game. Two pairs of players take up positions on opposite sides of the pole. Each team has one bat. The rules apply as for singles but each player plays alternately (as in table tennis) and the bats shall be exchanged amongst partners between shots.

17. COMPONENTS: Only genuine unmodified "TURBO" SWINGBALL components which comply with current factory specifications shall be used. In particular, the overall tether length shall be not less than 1.4 metres (from far inside face of LOOSE-LOOP in closed position around the TURBOSLEEVE to far side of tennis ball).

* LOOSE-LOOP, TURBOHEAD, FREEWHEEL GROOVE, TURBOSLEEVE, 'TURBO' SWINGBALL, 'WINDICATOR', ACE BASE, 'CAPRICE' and the 'CHECKERLINE' stripe design are the trade marks of: European Sports Merchandising B.V., Bovenkerkerweg 49, 1185 XA Amstelveen, The Netherlands.