



Wellington

Bristle Dartboard Cabinet Set



Please keep this instruction manual for future reference

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Warnings



WARNING:Choking Hazard--Toy contains small balls and/or small parts. Not for children under 3 years of age.



WARNING:this is not a child's toy. adult supervision is required for children playing darts. proper use of darts can prevent damage or injury.

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








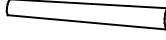

DARTBOARDS

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11327 W Lincoln Ave.
West Allis, WI 53227

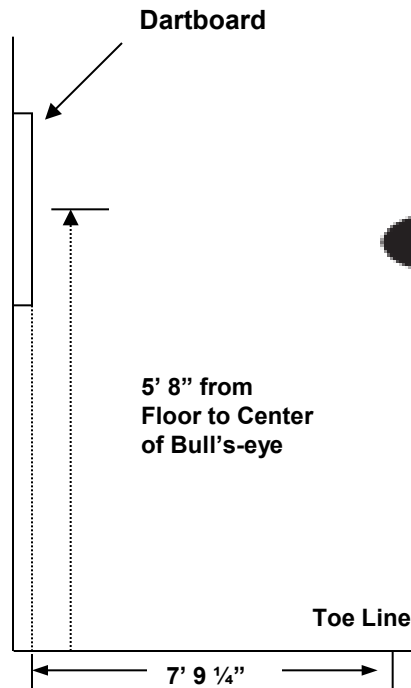
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Parts List

1  Mounting Plate 1pc	2  4x25mm Screw 1pc	3  Bumper 3pcs	4  5/8x15mm Nail 3pcs
5  Wall Anchor 2pcs	6  4x40mm Screw 2pcs	7  4mm Nut 2pcs	8  4x15mm Screw 2pcs
9  Washer 4pcs	10  3.5x25mm Screw 2pcs	11  Marker pen with built in eraser 1pc	12  Steel tip dart 6pcs

DARTBOARD SET-UP DIAGRAM FOR CABINET ONLY



As FIG 1 shows, after the cabinet is correctly mounted to the wall, the center of the bullseye of the dartboard should be 5 feet 8 inches from the floor. Follow the steps on the following page to mount your dartboard and cabinet.

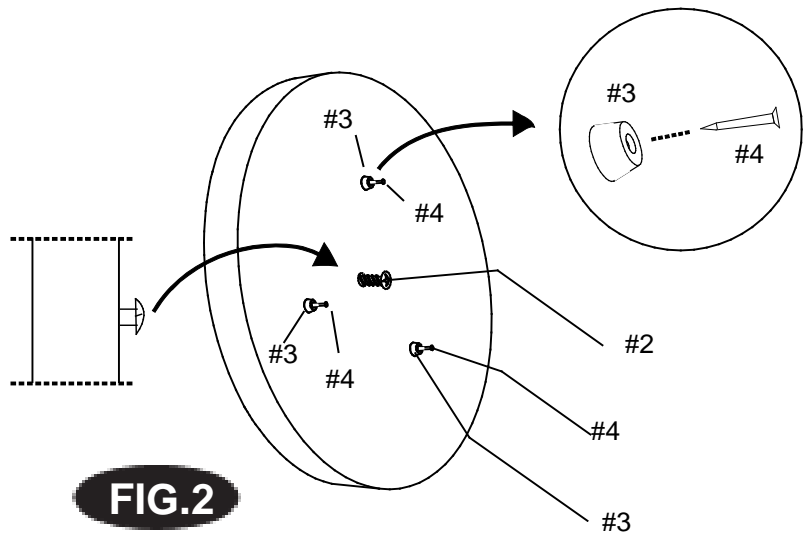
Assembly Instructions

Step 1

Attach the 3 bumpers (#3) to the back of the dartboard by using a hammer and tapping the nails (#4) through the hole in the bumpers into the dartboard as shown in figure 2.

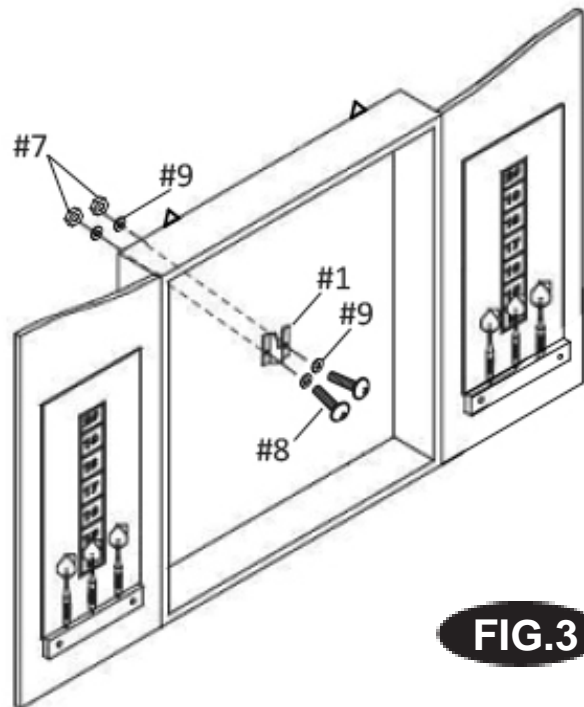
Step 2

Screw the dartboard mounting screw (#2) into the center of the back of the dartboard. Do NOT drill or tighten the entire screw into the dartboard. Be sure to leave approx. 1/4" of the screw exposed out of the dartboard (FIG 2) so that the screw can be hung onto the mounting plate in the future step.



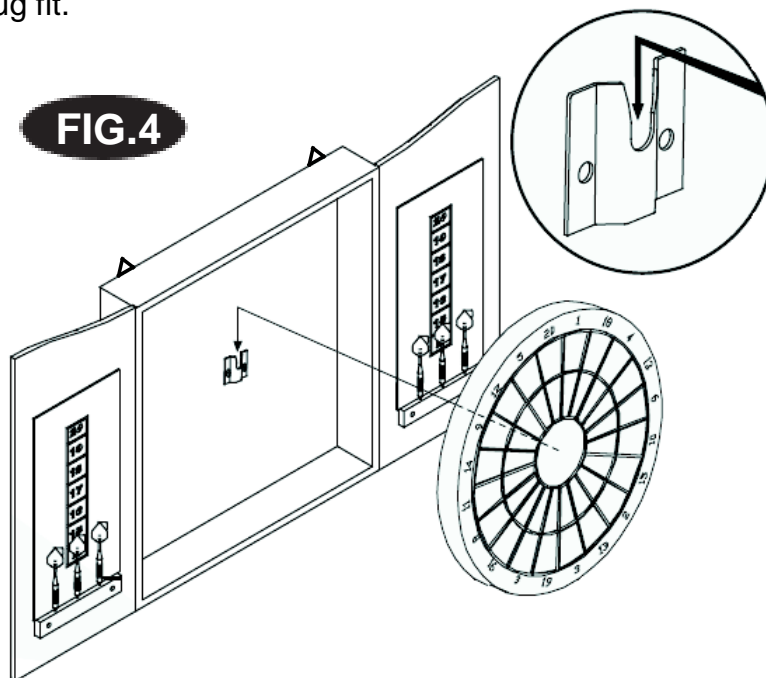
Step 3

Attach the mounting plate to the cabinet by first lining up the mounting plate (#1) with the left and right holes in the back of the cabinet. Secure the mounting plate to the cabinet using 2 screws (#8), 2 washers (#9) on the inside of cabinet and 2 washers (#9) and 2 nuts (#7) on the backside of the cabinet as shown in FIG 3.



Step 4

Hang the dartboard onto the mounting plate. The exposed head of the screw (#2) that you already drilled into the back of the dartboard will guide into the top of the mounting plate as shown in FIG 4. You may have to re-adjust the mounting screw (#2) until you have a perfect snug fit.



Step 5

It is best if you first find a wall stud on the wall in your hanging location for the cabinet. To determine the mounting height for the cabinet, follow these steps. Measure the distance between the top of the triangle brackets located on top of the cabinet to the center of the bulls eye on the dartboard. You will add this distance to 68 inches to determine the total height for your 2 screw holes to be drilled into the wall to hold the cabinet. It is best if you first find a wall stud on the wall in your hanging location. Make a small pencil mark at the height that you have determined. Then make another pencil mark 16" to the right of the first mark. Before you drill holes into these marks you have made, make sure you are comfortable with the hang location. The triangle shaped hang brackets should line up exactly with the guide holes. Once you verify they line up, drill 2 screws (#6) into the wall leaving the screw heads exposed to hang the cabinet on. If you do not have wall studs in your hanging location, you will need to first secure the wall anchors (#5) to the marks you have made. You will need a rubber mallet to gently tap the wall anchors into the wall and then drill the 2 screws (#6) into the wall anchors as shown in FIG 6. If using the wall anchors, you also will need to leave the screw head exposed to hang the cabinet onto the screw as shown in FIG 7. If you wish to further secure your cabinet to the wall you can drill 2 screws (#10) into the top and bottom holes of the cabinet and into the wall as shown in FIG 5. You will need to remove the dartboard from the mounting plate to complete this step.

FIG.5

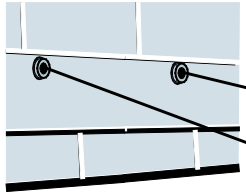
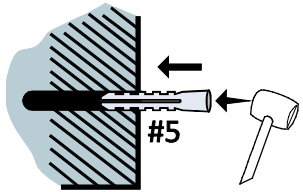
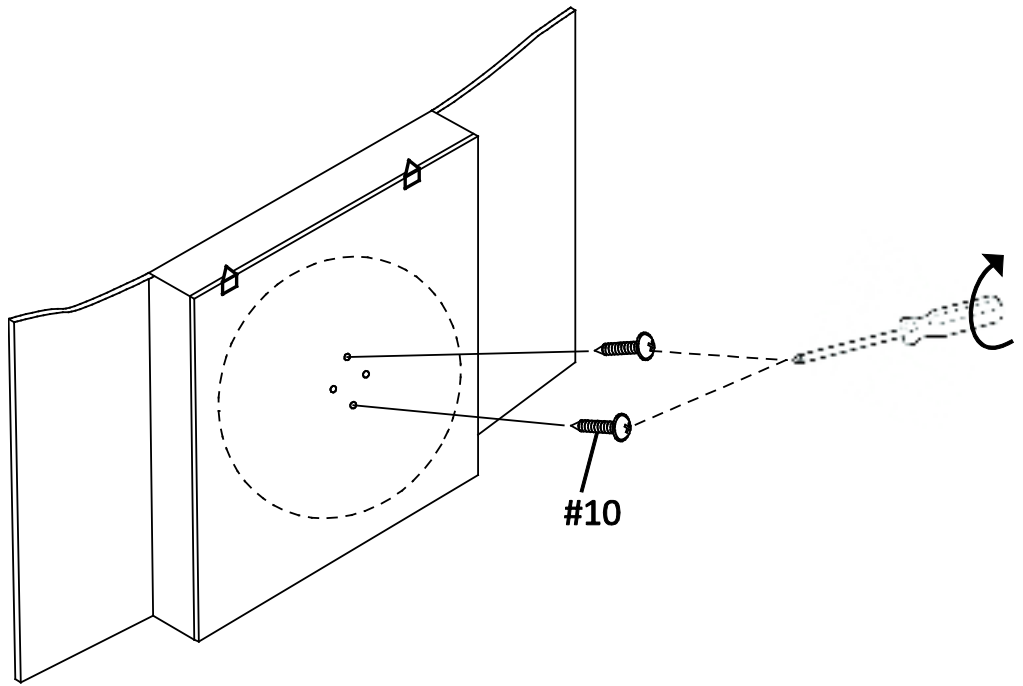


FIG.6

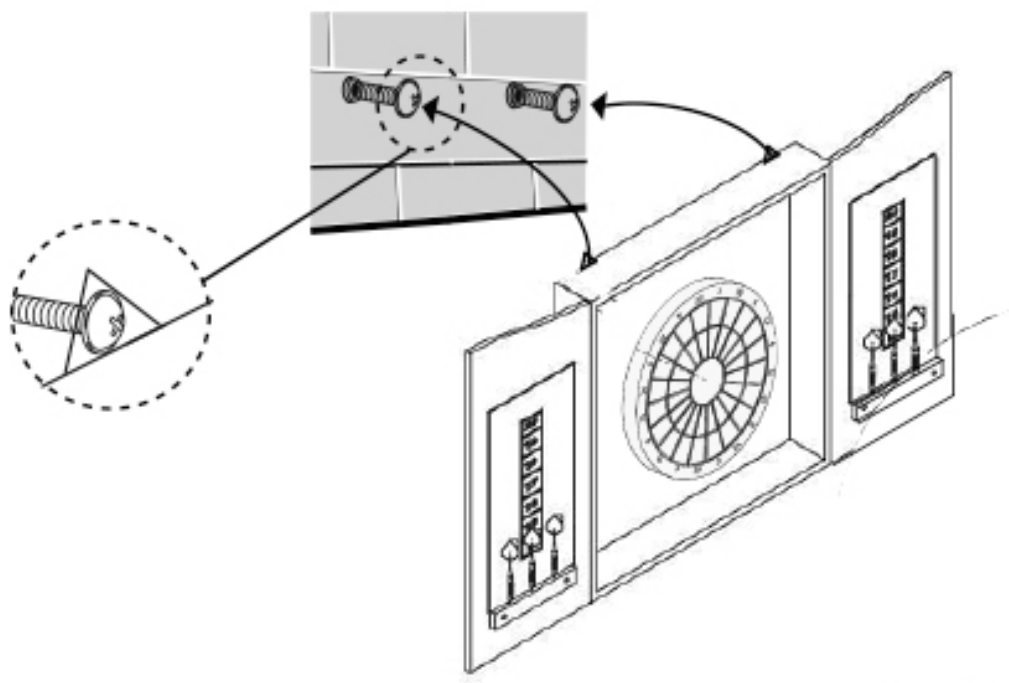


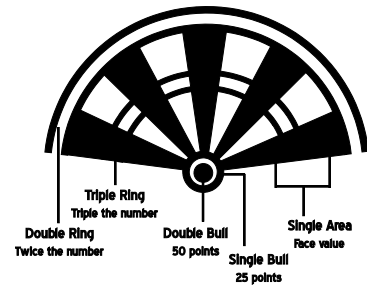
FIG.7

Playing Techniques

1. Proper stance: Align your hand, elbow, shoulder, hip, and foot. If throwing with your right hand, turn the right side of your body to face the board. Put your weight on your right foot in the front, lean forward slightly, and balance with your left foot. Reverse this stance for a left-handed throw.
2. Throwing motion: Throw the dart from your elbow out. Keep your body steady and use only your hand, wrist, and forearm. Bring your forearm back slightly and throw the dart with a fluid motion toward the board. Follow through the throw by pointing your index finger at the area at which you are aiming.

Game Rules

1. Each person should have one set of 3 darts. Each person throws 3 darts, then removes them before the next person throws.
2. If a dart bounces out it cannot be re-thrown. Dart scores are counted only when the dart sticks in the board.



Popular Games

301 - 901

This popular tournament and pub game is played by subtracting each dart from the starting number (**301**) until the player reaches exactly 0 (zero). (You can start the game with any point total you wish ranging 301-901) If a player goes past zero it is considered a “*Bust*” and the score returns to where it was at the start of that round. For example, if a player needs a 32 to finish the game and he/she hits a 20, 8, and 10 (totals 38), the score goes back to 32 for the next round.

In playing the game, the double in / double out rules can be used.

- **Double In** - A double must be hit before points are subtracted from the total. In other words, a player’s scoring does not begin until a double is hit.
- **Double Out** - A double must be hit to end the game. This means that an even number is necessary to finish the game.
- **Double In and Double Out** - A double is required to start and end scoring of the game by each player.

CRICKET

Cricket is a strategic game for accomplished players and beginners alike. Players throw for numbers best suited for them and can force opponents to throw for numbers not as suitable for them. The object of Cricket is to “close” all of the appropriate numbers before one’s opponent while racking up the highest number of points.

Only the numbers 15 through 20 and the inner/outer bull’s-eye are used. Each player must hit a number 3 times to “open” that segment for scoring. A player is then awarded the number of points of the “open” segment each time he/she throws a dart that lands in that segment, provided their opponent has not closed that segment. Hitting the double ring counts as 2 hits, and the triple ring counts as 3 hits.

Numbers can be opened or closed in any order. A number is “closed” when the other player(s) hit the open segment 3 times. Once a number has been “closed”, any player for the remainder of the game can no longer score on it.

Winning - The side closing all the numbers first and accumulating the highest point total is the winner. If a player “closes” all numbers first but is behind in points, he/she must continue to score on the “open” numbers. If the player does not make up the point deficit before the opposing player(s) “closes” all the numbers, the opposing side wins. Play continues until all segments are closed - the winner is the player with the highest score.