

# WINNER'S CHOICE SISAL DART BOARD OWNER'S MANUAL

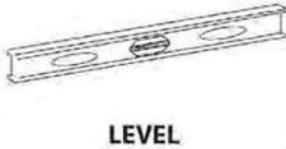


**Please Do Not Hesitate to  
Contact Our Consumer Hotline  
at 800-759-0977  
with Any Questions That May  
Arise During Assembly or  
Use of This Product!**

## PARTS IDENTIFIER (Not to Scale)

<b>#1</b>  <b>BRISTLE DARTBOARD</b> (1 PC)	<b>#2</b>  <b>DARTBOARD MOUNTING BRACKET</b> (1 PC)	<b>#3</b>  <b>SMALL MOUNTING BRACKET BOLT</b> (2 PCS)	<b>#4</b>  <b>WASHER</b> (12mm - 4 PCS)	<b>#5</b>  <b>SMALL MOUNTING BRACKET NUT</b> (2 PCS)	<b>#6 : PRE-ASSEMBLED</b>  <b>DARTBOARD MOUNTING SCREW</b> (1 PC)	
<b>#7: PRE-ASSEMBLED</b>  <b>RUBBER BUMPER</b> (3 PCS)	<b>#8: PRE-ASSEMBLED</b>  <b>BUMPER NAIL</b> (3 PCS)	<b>#9</b>  <b>DARTS</b> (6 PCS)	<b>Part</b> 1 Dartboard 2 Mounting Bracket 3-5 Hardware 7 Rubber Bumper 9 Darts			<b>Part Number</b> NGP2075 NGP5613 NGP2076 NGP5612 NGP2077

**Additional equipment required:**



*Electric Screwdrivers may be helpful during assembly; however, please set a low torque and use extreme caution because screws may be stripped or overtightened if the electric screwdriver's torque is set too high.*

*Some figures or drawings may not look exactly like your product. Please read and understand the text before beginning each assembly step.*

Please see Parts List at end of manual for Part Numbers when ordering parts. For replacement parts please call 800-759-0977.

**WARNINGS!**

**READ AND FOLLOW ALL ASSEMBLY, INSTALLATION, AND SAFETY INSTRUCTIONS CAREFULLY. AT LEAST TWO ADULTS ARE NEEDED FOR THE INSTALLATION OF THIS CABINET.**

**DARTS ARE NOT A TOY FOR USE BY CHILDREN. THEY MAY CAUSE SERIOUS OR FATAL INJURY. KEEP OUT OF REACH OF CHILDREN. DO NOT USE WHEN ANY PERSON OR ANIMAL IS IN THE VICINITY OF THE INTENDED FLIGHT PATH OF THE DART OR TARGET AREA.**

# ASSEMBLY INSTRUCTIONS

## Setup/Mounting Instructions

Choose a location to hang the dartboard where there is about 10 feet of open space in front of the board. The "toe-line" should be 7' 9-1/4" from the face of the dartboard.

## Dartboard Mounting Instructions

1. Attach Mounting Bracket to the cabinet. Bracket should be positioned inside of the wood cabinet with open end of groove facing up. Align holes in bracket to the holes inside the middle of the cabinet. Slide the two bolts through the back of the cabinet bracket holes so that the bolt tips point towards the inside of the cabinet. Tighten the nuts and washer around the bolts inside the cabinet to secure the mounting bracket.
2. Using the small nails provided, attach the three rubber bumpers to the back of the dartboard. There will be guide holes to assist you with the location of the bumpers.
3. Drive the 1" wood screw into the middle of the dartboard so that 1/4" of the screw is visible. Note: this screw should not protrude further out from the dartboard than the rubber bumpers. Lay cabinet flat and position the middle dartboard screw onto the mounting bracket. Readjust the screw if necessary for tight flush fit.

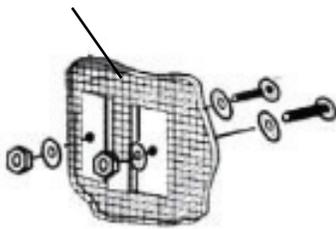
## Cabinet Mounting Instructions

Locate a solid wood beam and place a mark on the wall 76" high from the floor. Measure 16" across from your first mark and place your second mark. These will be the marks used to mount the top of wood cabinet to the wall. Line up the top holes inside the cabinet with the marks you've made and secure with 2 screws. After the cabinet is secure, insert two screws into the bottom two holes inside the cabinet and tighten the cabinet to the wall. If you are unable to locate two wood beams to mount your cabinet, you will need to purchase drywall anchors from your local hardware store.

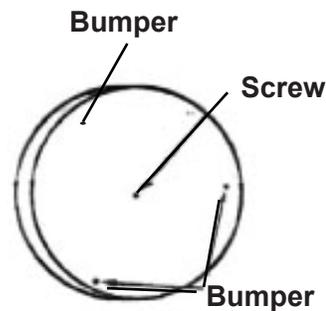
After the cabinet is installed, the bull's-eye height should be 5' 8" from the floor.

## Mounting Bracket

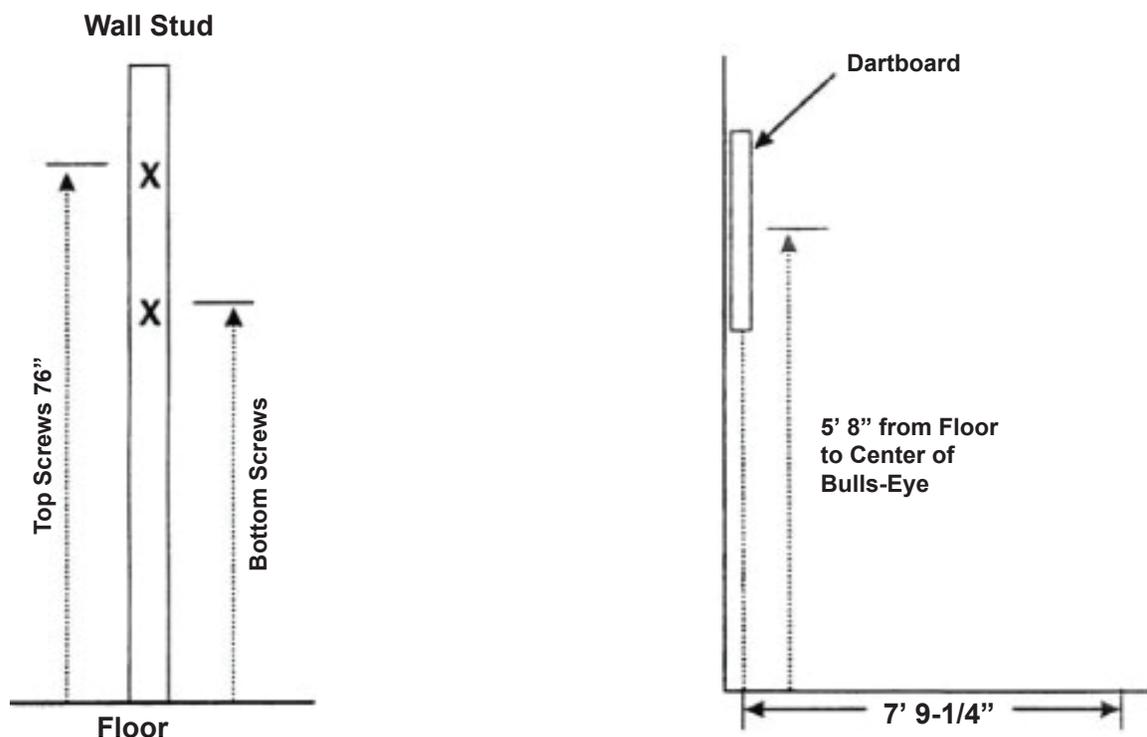
Inside of Cabinet



## Back of Dartboard



## Dartboard Set-up Diagram



## General Rules of Darts

There are many different types of dart games. Two of the most popular are "Cricket" and "01". There are numerous versions of "01", like 301, 501, 601, 801, etc. No matter which variation of the game you decide to play, the basic rules of darts remain the same. The following information includes overview of dart rules, some fundamentals, and a few tips to keep your game on target.

### Players

Darts is played between two people or two teams. All players are allowed up to nine pre-game throws to warm up before the game begins. To determine who starts the game, each person (or one person from each team) throws a dart. The one closest to the bulls eye gets the first turn.

### Throw Line

Players cannot let their feet cross the throw line. Should a foot go over the line during a throw the points will not count. This throw cannot be redone.

### Throws

Each player throws three darts in a turn. The dart must stay on the board for at least five seconds after the last dart is thrown in order for the point to be counted. If a dart falls to the floor or sticks to another dart on the board, the points will not be counted.

### Scoring

For darts that stay on the board, points are assigned based upon the ring in which it rests. The rings and their corresponding points are as follows:

The Wedge (Outer Ring) — Points equal the number that is indicated in the ring on the board.

Double Ring (The Outer, Narrow Ring) — Any number the dart hits is multiplied by 2.

Triple Ring (The Inner, Narrow ring) — Any number the dart hits is multiplied by 3.

Bull's Eye (The Outer Bull's Eye) — 25 Points.

Double Bull's Eye (The Inner Bull's Eye) — 50 Points.

## Dart Throwing Tips

With darts, it's all about the throw. Here are some basic tips to help you hit the bulls eye.

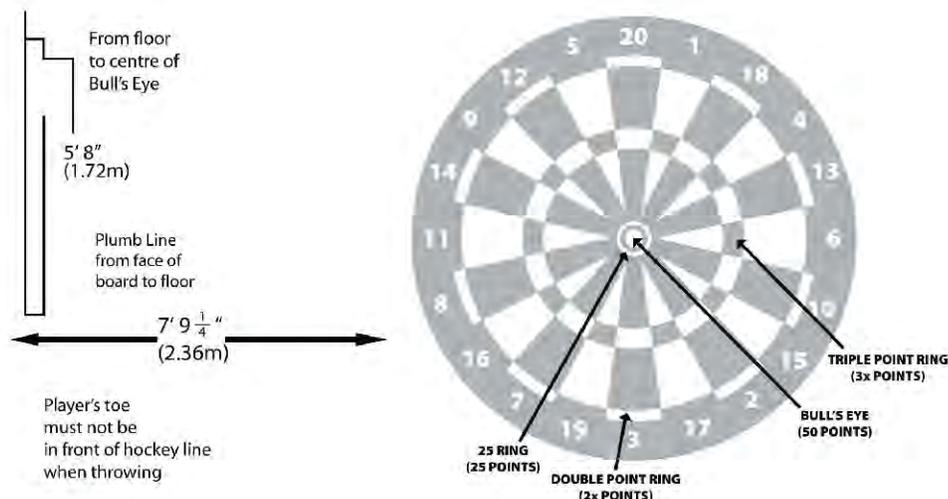
Stance — Posture is critical in getting an even and steady throw to your target. Resist lunging forward or even lifting a foot off the ground. Try to maintain a balanced and steady stance, keeping the throw isolated to the forearm, wrist and fingers.

Throw — Try not to throw your darts. Rather, place the dart right where you want it with a smooth and steady toss that follows all the way through to the target. Keep the dart level and avoid spin as you release to create the most efficient flight to the dart board.

## Standard Straight 501:

1. Each Player (or Team) will be starting with 501(301 or 1001 depending on size of teams).
2. To win the Player (or Team) will need to reduce their points to 0.
3. The last dart in the \*Leg must either hit a double or the inner section of the Bull's Eye and must reduce the score to exactly 0. Successfully doing so results in "Doubling Out" or "Checking Out".
4. Having a dart thrown that would result in a score less than zero will not count! The Player's current score will be reset to the previous turn.
5. For the purposes of Rule 3, "Bull's-Eye" counts as double 25.

**\*Leg:** Each game is called a Leg. 3 Legs make a Match and the winner is the player who wins 2 of 3 legs. These can be varied.



# 180-DAY LIMITED WARRANTY

This product is warranted to the original purchaser to be free from defects in material or workmanship for a period of 180 days from the date of the original retail purchase.

This warranty does not cover defects or damage due to improper installation, alteration, accident or any other event beyond the control of the manufacturer. Defects or damage resulting from misuse, abuse or negligence will void this warranty. This warranty does not cover scratching or damage that may result from normal usage.

This product is not intended for institutional or commercial use; the manufacturer does not assume any liability for such use. Institutional or commercial use will void this warranty.

This warranty is nontransferable and is expressly limited to the repair or replacement of the defective product. During the warranty period, the manufacturer shall repair or replace defective parts at no cost to the purchaser. Shipping charges and insurance are not covered and are the responsibility of the purchaser. Labor charges and related expenses for removal, installation or replacement of the product or components are not covered under this warranty.

The manufacturer reserves the right to make substitutions to warranty claims if parts are unavailable or obsolete.

The manufacturer shall not be liable for loss of use of the product or other consequential or incidental costs, expenses or damages incurred by the consumer of any other use. The user assumes all risk of injury resulting from the use of this product.

This warranty is expressly in lieu of all other warranties, expressed or implied, including warranties of merchantability or fitness for use to the extent permitted by Federal or state law. Neither the manufacturer nor any of its representatives assumes any other liability in connection with this product.

**All warranty claims must be made through the retailer where the product was originally purchased. A purchase receipt or other proof of date of purchase will be required to process all warranty claims. The model number and part numbers found within the assembly instructions will be required when submitting any parts requests or warranty claims.**

**For further warranty information or inquiries, please call 800-759-0977**

# JEU DE FLÉCHETTES DE SISAL WINNER'S CHOICE LE MANUEL DU PROPRIÉTAIRE

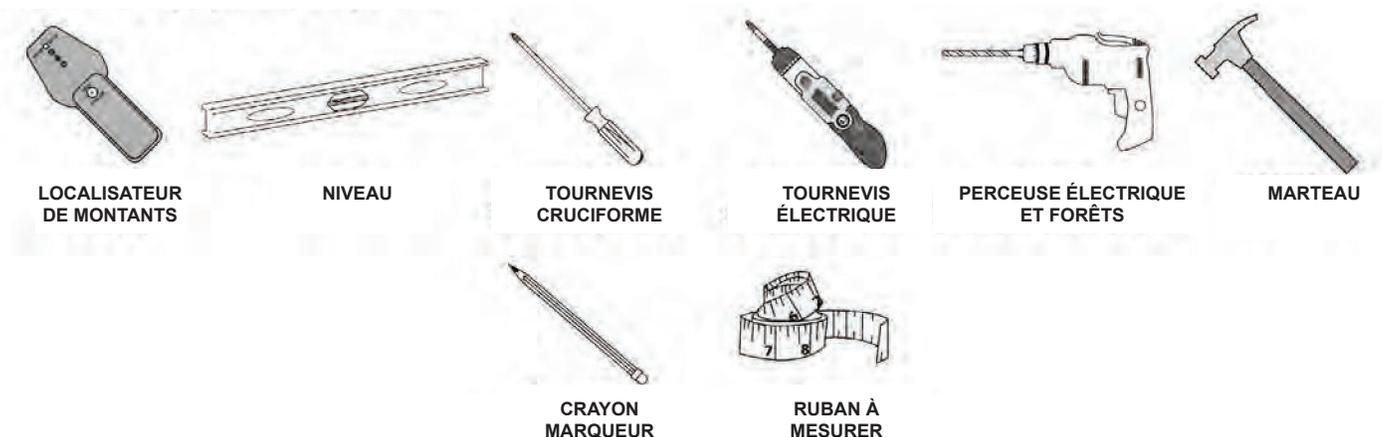


Contactez notre  
service à la clientèle au  
**800-759-0977**  
avec des questions sur le montage  
ou l'utilisation de ce produit.

## PARTS IDENTIFIER (Not to Scale)

<b>#1</b>  CIBLE DE FLÉCHETTES EN SISAL 1 pièce	<b>#2</b>  SUPPORT DE FIXATION POUR CIBLE 1 pièces	<b>#3</b>  PETIT BOULON DE FIXATION 2 pièces	<b>#4</b>  RONDELLES 4 pièces	<b>#5</b>  PETIT ÉCROU DE FIXATION 2 pièces	<b>#6: PRÉASSEMBLÉ</b>  VIS DE FIXATION POUR CIBLE 1 pièce												
<b>#7: PRÉASSEMBLÉ</b>  BUTOIR EN CAOUTCHOUC 3 pièces	<b>#8: PRÉASSEMBLÉ</b>  CLOU DE BUTOIR 3 pièces	<b>#9</b>  FLECHETTE 6 pièces	<table> <thead> <tr> <th>pièce</th> <th>numéro de pièce</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>NGP2075</td> </tr> <tr> <td>2</td> <td>NGP5613</td> </tr> <tr> <td>3-5</td> <td>NGP2076</td> </tr> <tr> <td>7</td> <td>NGP5612</td> </tr> <tr> <td>9</td> <td>NGP2077</td> </tr> </tbody> </table>			pièce	numéro de pièce	1	NGP2075	2	NGP5613	3-5	NGP2076	7	NGP5612	9	NGP2077
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### Équipement additionnel requis



Les tournevis électriques peuvent être utiles pendant l'assemblage; cependant, sélectionnez une vitesse modérée et utilisez avec précaution afin d'éviter de trop serrer les vis ou de les endommager.

Certains dessins ou illustrations peuvent ne pas représenter exactement votre produit. Veuillez lire et comprendre les instructions au début de chaque étape.

**Consultez la Liste des pièces, à la fin du guide, pour obtenir le numéro de la pièce. Pour commander une pièce de rechange, veuillez téléphoner au 1 800 759-0977.**

### AVERTISSEMENTS!

**LIRE ET SUIVRE ATTENTIVEMENT LES INSTRUCTIONS LIÉES À L'ASSEMBLAGE, À L'INSTALLATION ET À LA SÉCURITÉ. AU MOINS DEUX ADULTES SONT NÉCESSAIRES POUR L'INSTALLATION DE CETTE ARMOIRE.**

**LES FLÉCHETTES NE SONT PAS UN JOUET POUR LES ENFANTS. ELLES PEUVENT CAUSER DES BLESSURES GRAVES OU MORTELLES. TENIR HORS DE PORTÉE DES ENFANTS. NE PAS UTILISER LORSQU'UNE PERSONNE OU UN ANIMAL SE TROUVE À PROXIMITÉ DE LA TRAJECTOIRE DE LA FLÉCHETTE OU DE LA ZONE CIBLE.**

# INSTRUCTIONS D'ASSEMBLAGE

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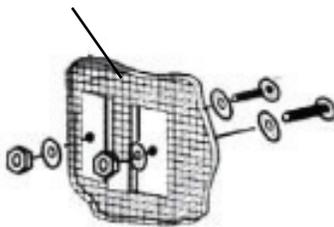
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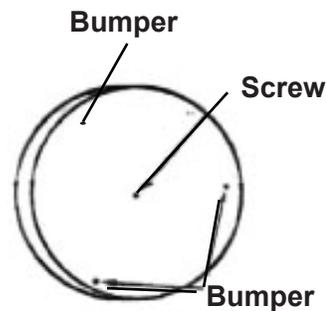
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### support de montage

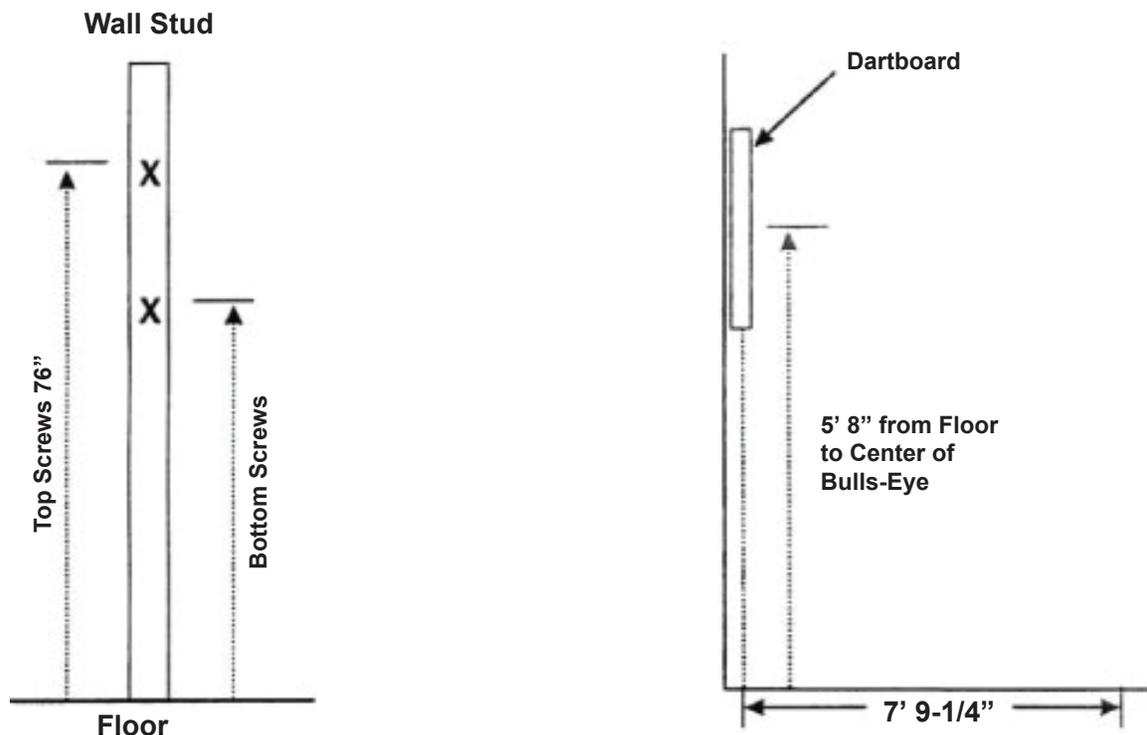
Inside of Cabinet



### dos de jeu de fléchettes



### fléchettes schéma mis en place





# GARANTIE LIMITÉE DE 180 JOURS

La garantie du produit est valide pour l'acheteur original en ce qui a trait aux pièces défectueuses ou à la main-d'œuvre pour une période de 180 jours de la date d'achat.

Cette garantie n'est couverte pas les dommages causés par accident, par modification, par une installation défectueuse ou tout autre événement hors du contrôle du fabricant. Tout défaut ou dommage résultant de la négligence ou d'une mauvaise utilisation annule cette garantie. La présente garantie ne couvre pas les égratignures ou les dommages attribuables à un usage normal.

Ce produit n'est pas destiné à un usage institutionnel ou commercial; le fabricant décline toute responsabilité pour une telle utilisation. Un usage institutionnel ou commercial annule cette garantie.

Cette garantie est non transférable et est expressément limitée à la réparation ou au remplacement du produit défectueux. Au cours de la période de garantie, le fabricant s'engage à remplacer et à réparer les pièces défectueuses sans frais pour l'acheteur. Les frais d'assurance et d'expédition ne sont pas couverts et sont à la charge de l'acheteur. Les frais de main-d'œuvre et les dépenses liées au déplacement, à l'installation ou au remplacement du produit ou de ses composantes ne sont pas couverts par cette garantie.

Le fabricant se réserve le droit de faire des substitutions de recours en garantie si la pièce n'est pas disponible ou obsolète.

Le fabricant décline toute responsabilité liée à la perte d'utilisation ainsi que tous les autres coûts directs ou indirects, frais ou dommages encourus par le consommateur qui aurait été causés par une autre utilisation. L'utilisateur assume tous les risques de dommage résultant de l'utilisation de ce produit.

Cette garantie tient lieu expressément de toute autre garantie, exprimée ou implicite, y compris les garanties de qualité marchande ou d'adaptation à un emploi particulier dans la mesure permise par les lois fédérales ou provinciales. Ni le fabricant, ni aucun de ses représentants n'assument aucune autre responsabilité en rapport avec ce produit.

**Toute réclamation doit être faite par le détaillant où le produit a été acheté. Une facture ou autre preuve d'achat est nécessaire pour traiter toutes les réclamations de garantie. Le numéro de modèle et les numéros de référence figurant dans les instructions d'assemblage seront exigés lors de la soumission de demande de pièces ou de recours en garantie.**

**Pour plus d'information ou pour toute question, veuillez téléphoner au 1 800 759-0977.**