



Bristle Dartboard with Backboard



Please keep this instruction manual for future reference

If you have any problems with your new product,
please contact Triumph Sports USA at 1-866-815-4173,
or e-mail us at csr@triumphsportsusa.com
for any technical support or warranty issues.

Limited 90-Day Triumph Sports USA, Inc. Warranty

All Triumph Sports USA, Inc. (TSU) games have a limited 90-day from date of purchase warranty. This warrants the retail purchaser for any TSU game purchased to be free from any defect in materials and construction for 90 days from the date of purchase. The only exceptions to the warranty include main frames, tabletops, playing surfaces, batteries or tools. Damaged main frames, tabletops, playing surfaces need to be returned to the store as we are unable to replace these parts. Normal play wear and usage is not covered under the warranty, nor is wear or damage due to improper use of the TSU game. This will void any and all TSU warranties.

A PURCHASE RECEIPT (or other proof of purchase date) will be required before any warranty service is initiated. All requests for warranty service can be submitted by email, in writing or by contacting our Customer Service Department at: 1-866-815-4173 or email us at csr@triumphsportsusa.com.

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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BILLIARDS



DARTS



GAME TABLES



CASINO



OUTDOOR GAMES



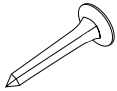
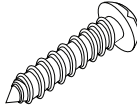
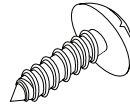
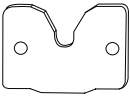
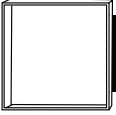
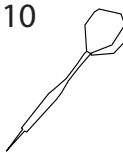
DARTBOARDS

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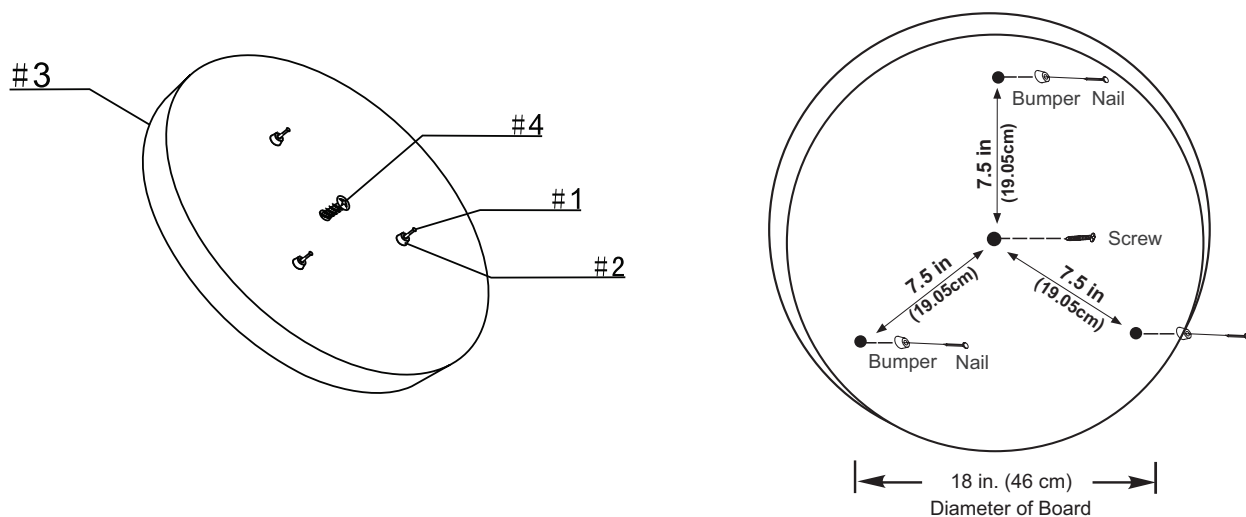
Parts List

#1  Bumper Nail 3 PCS	#2  Bumpers 3 PCS	#3  Dartboard 1 PC	#4  25mmx7mm Screw 1 PC	#5  17mmx7mm Screw 2 PCS
#6  Bracket 1 PC	#7  Backboard 1 PC	#8  Chalk 2 PCS	#9  Eraser 2 PCS	#10  Darts 2 SETS

Mounting Instructions

Install bumpers:

Attach three bumpers (#2) to the back of the dartboard (#3) using three nails (#1). Each nail should be 7.5 in. (19.05 cm) from the center hole. This will prevent the board from moving during play.



Back view of the dartboard

Mounting Instructions

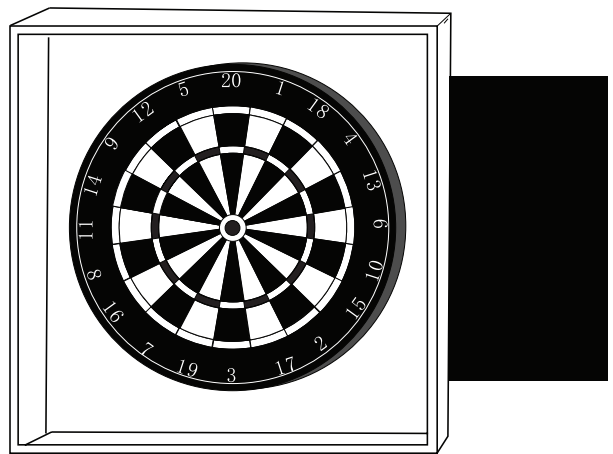
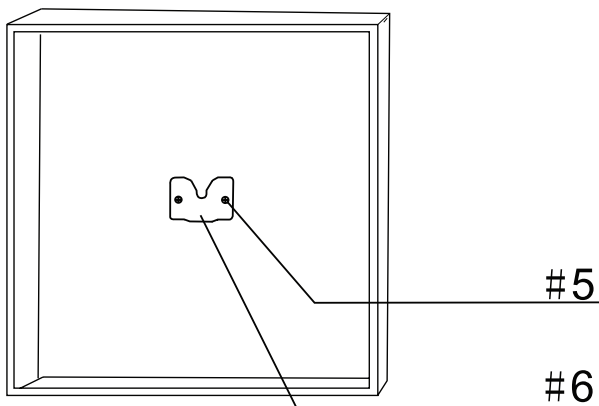
Install the mounting hardware:

Using the provided hardware, place the hanging bracket (#6) with its two holes directly over the pre-drilled holes on the cabinet. Using the screws(#5), fasten the hanging bracket to the cabinet.

Turn the board around so the face is showing and the back of the board is facing the cabinet. Use the center screw on the back of the dartboard and slide it onto the hanging bracket.

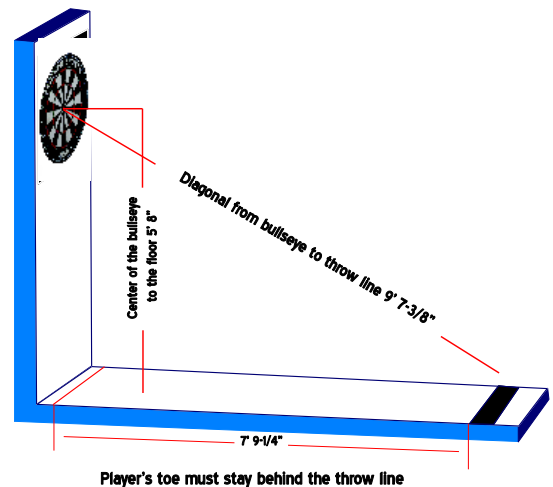
MAKE SURE THE CENTER SCREW IS SECURELY PLACED IN THE HANGING BRACKET.

Use the provided screws to securely mount the cabinet to wall studs.



Measure the height and the throw line:

1. Select a suitable location with about 2.5 m (8 feet) of open space. "Toe-line" should be 2.37 m (7 feet 9 1/4 inches) from the face of the board for throwing distance.
2. Hold the dartboard against the wall so the mounting hangers are centered over the studs, and center of Bull's Eye is 1.73 m (5 feet 8 inches) from the floor. Mark the holes with a pencil.
3. Drill pilot holes where you have marked.
4. Mount the dartboard securely using the mounting screws provided.

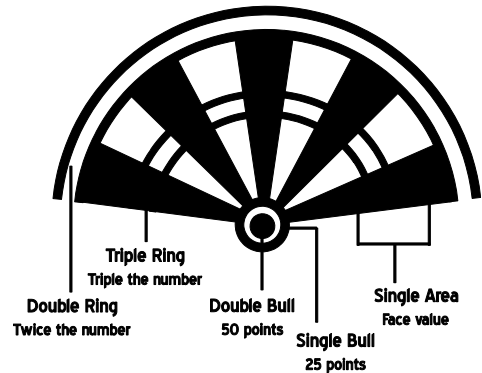


Playing Techniques

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 (darts not included). 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

ROUND THE CLOCK

Players try to hit the numbers beginning at 1 and finishing at 20. The game advances for shooting the next number when the previous number is hit. The first player to reach and hit 20 wins.

CRICKET

Cricket allows players to utilize offensive or defensive strategies by allowing them to attempt to increase the score or block other players from scoring. The game is played with the numbers 15 through 20 and bullseye. Each player must mark a number three times to CLOSE it. A hit of a single number counts as one mark, a double counts as two marks, and a triple counts as three marks. After a number is closed, additional "markings" are converted into scores equal to the hit. However, when a number is closed by all players (ALL CLOSED), scores do not accumulate when the number is hit.

The winner is the player who closes all of the numbers first and has the highest score. If the scores are even, the player who has closed all the numbers first is the winner.

The X01

X01 is one of the most popular dart game, with 301 and 501 as the most common singles' games, and 701 or 1001 for teams. The object of the game is to count down from the starting number to exactly zero. The player who reaches exactly zero first wins the game.

Each player takes a three-throw turn subtracting the point value of their hits from the number (301, 501, 701, etc.) chosen at the start of the game.

The player must hit a number in the double's ring or a double Bull's Eye to start the game, and finish the game with a double.

If the total score of the three darts in a turn exceeds the remaining score for that player or team, the player has busted and the score returns to what it was at the beginning of the turn.

A double bull counts as 50 and can be used to finish or start a game.