



Bristle Dartboard



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

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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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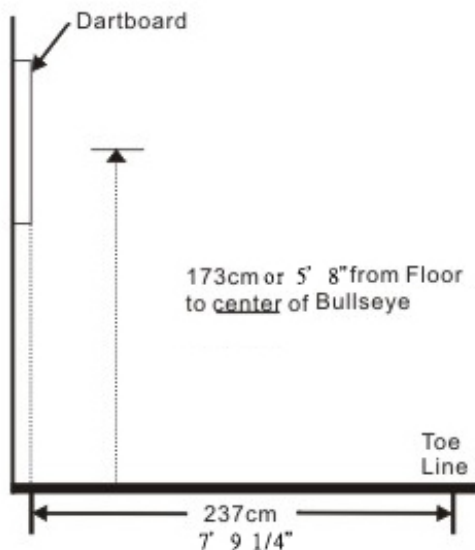
Mounting Instructions

Try to locate a wall stud first. The first step is to attach the Mounting Bracket to the wall. The holes on the mounting bracket should be positioned *5'8" in height from the floor*. The bracket should be positioned with the open end of groove facing up as shown in the picture below. Insert the two screws through the bracket holes so that the screws fasten through the bracket into the wall stud.

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.

Drive the 1" wood screw into the middle of the dartboard so that $\frac{1}{4}$ " of the screw is visible. Note: this screw should not protrude further out from the dartboard than the rubber bumpers. Hang the dartboard onto the bracket by positioning the middle dartboard screw on the back of the dartboard onto the mounting bracket. Re-adjust if necessary for tight flush fit.

Figure A



Mount Bracket

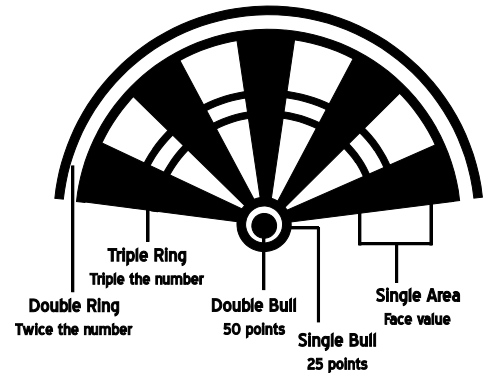


Playing Techniques

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 as closed, additional "markings" are converted in to 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.