



Congratulations on the purchase of your new Prince table tennis table.
Our products are designed and manufactured to give you years of game playing enjoyment.

► *KEEP BOX AND PACKING MATERIAL UNTIL TABLE HAS BEEN COMPLETELY ASSEMBLED.*

► *ALL DAMAGE MUST BE REPORTED TO DMI WITHIN TEN DAYS OF RECEIPT.*

► *If you have any problems with your new product*

PLEASE DO NOT RETURN IT TO THE STORE.

Please contact us:

1.800.399.4402

FAX: 215.283.9573

Please have your model number when inquiring about parts.

Or write to:

DMI Sports Customer Service
1300 Virginia Drive, Suite 401
Fort Washington PA, 19034

Please visit our web site at:

www.dmisports.com

When contacting DMI Sports, please provide your model number and
item number (if applicable) if requesting a replacement part.

Item numbers can be found inside this owner's manual.

Your model number is: PT1500



prince[®]

ASSEMBLY INSTRUCTIONS

VICEROY™ PT1500

TABLE TENNIS TABLE



CAUTION

**PLEASE FAMILIARIZE YOURSELF WITH THE HANDLING
AND MAINTENANCE INSTRUCTIONS BEFORE USE.**

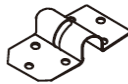
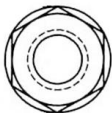
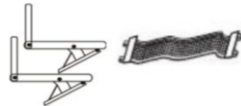
PLEASE RETAIN INSTRUCTIONS FOR FUTURE PARTS IDENTIFICATION.

TOOLS REQUIRED FOR ASSEMBLY:

ALLEN KEY/SCREW DRIVER TOOL (included) and HAND WRENCH (included)

Using an electric drill is a good option but only at a low torque setting and with extreme care

PARTS IDENTIFIER and ASSEMBLY PARTS

P1	QUANTITY: 8	P2	QUANTITY: 2	P3	QUANTITY: 4	P4	QUANTITY: 2
 Bolt, 6 x 55mm Hex Head (for attaching Leg Supports)		 Gravity Safety Catch w/ Nut		(2) PRE-INSTALLED  Metal Leg Bracket		PRE-INSTALLED  Center Logo Panel	
P5	QUANTITY: 2	P6	QUANTITY: 2	P7	QUANTITY: 2	P8	QUANTITY: 24
 Metal Leg Support with "L" Bracket		 Metal Leg Support		 Center Support Frame		 ½" Wood Screw	
P9	QUANTITY: 8	P10	QUANTITY: 2	P11	QUANTITY: 16	P12	QUANTITY: 8
 Lock Nut, 8mm		 Inner Leg		 Washer, 8mm		 Bolt, 8 x 65mm Hex Head (for attaching Center Support Frame)	
P13	QUANTITY: 8	P14	QUANTITY: 16	P15	QUANTITY: 10	P16	QUANTITY: 1 set
 Spacer		 Washer, 6mm		 Lock Nut, 6mm		 Net Post Set	
P17	QUANTITY: 1	P18	QUANTITY: 4				
PRE-INSTALLED  "T" Washer		 Locking Caster					

ASSEMBLY INSTRUCTIONS

We recommend that at least two strong adults work together to assemble this table.

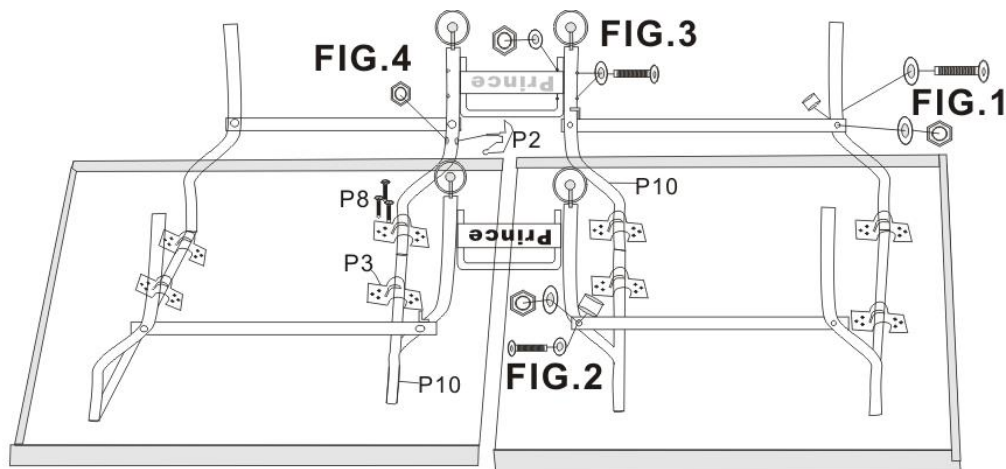
The table will be assembled upside down and then turned over onto its legs once completed.

This is a heavy table and turning it over will require at least three strong adults.

We suggest that you use the bottom carton as a clean flat work area to protect the table.

Start by removing all the parts from the box and verifying that you have all of the listed parts as shown on the Parts Identifier list. Carefully cut or tear the four corners of the box so that the bottom of the box can be used as your work surface.

OVERVIEW: TABLE ASSEMBLES IN THREE MAIN STEPS



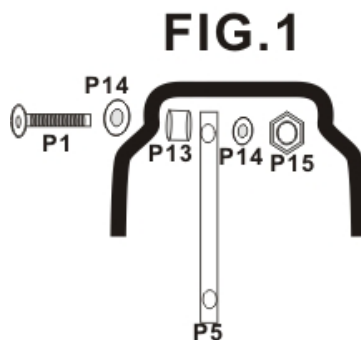
STEP 1: ASSEMBLING LEG SUPPORTS TO OUTER LEG

Slide 6mm Washer (P14) over smaller 6mm Hex Head Bolt (P1) then insert bolt through hole in Outer Leg from outside of leg.

Slide Space (P13), Metal Leg Support with “L” Bracket (P5), another 6mm Washer (P14) and secure with 6mm Locking Nut (P15). Leg supports will be **INSIDE** the outer leg. Do not over tighten.

(“Do not over tighten” means that there should be no gaps between hardware on screw but there should be free movement) **See FIG 1.**

On opposing leg of same table half follow same process replacing the Metal Leg Support with “L” Bracket (P5) with Metal Leg Support (P6).

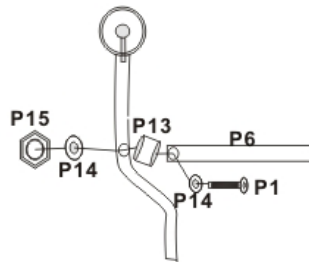


ASSEMBLY INSTRUCTIONS (continued)

STEP 2: ATTACHING LEG SUPPORTS TO INNER LEG

Screw Inner Leg (P10) to bottom of table top using six Wood Screws (P8) per Metal Leg Bracket (P3). With Inner Legs now secured to the table attach Leg Supports (P5 and P6) to Inner Leg (P10) by inserting smaller 6mm Hex Head Bolt (P1) and 6mm Washer (P14) through Leg Supports (P5 and P6), then through Spacer (P13), and then through Inner Leg (P10). Once the end of Hex Bolt is through the Inner Leg slide on 6mm Washer (P14) and screw on 6mm Lock Nut (P15). **Leg Supports should be on outside of Inner Legs.** Do not over tighten. With Leg Supports attached to inner and outer legs screw in Locking Casters (P18) to end of Inner Legs.

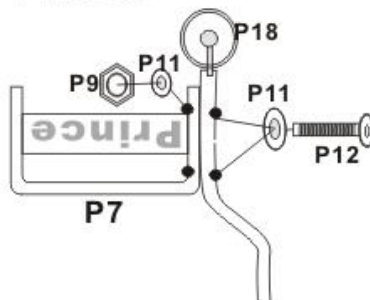
FIG.2



STEP 3: ATTACHING CENTER SUPPORT FRAME TO INNER LEGS

With Inner Legs now secured to Leg Supports slide 8mm Washer (P11) over 8mm Hex Head Bolt (P12). Insert Bolt and Washer through holes on Inner Leg and through Center Support Frame. Then slide on another 8mm Washer (P11) and screw on 8mm Lock Nut (P9). These Nuts can be secured firmly.

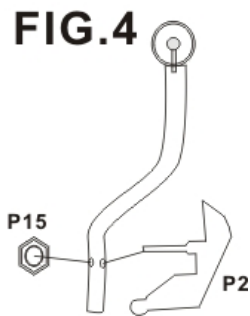
FIG.3



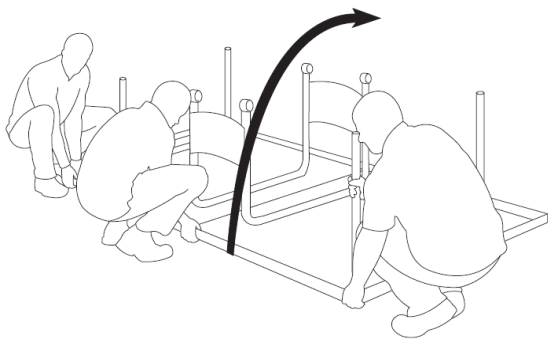
ASSEMBLY INSTRUCTIONS (continued)

STEP 4: ATTACHING GRAVITY SAFETY CATCH

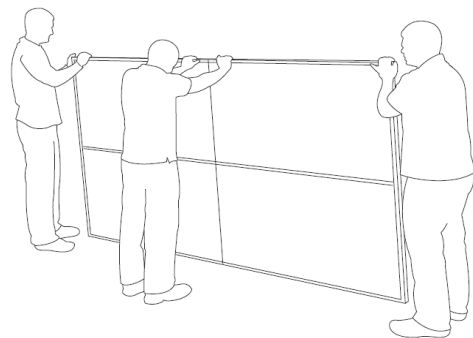
Slide Gravity Safety Catch (P2) through inner leg and secure with 6mm Lock Nut (P15).
Do not over tighten.



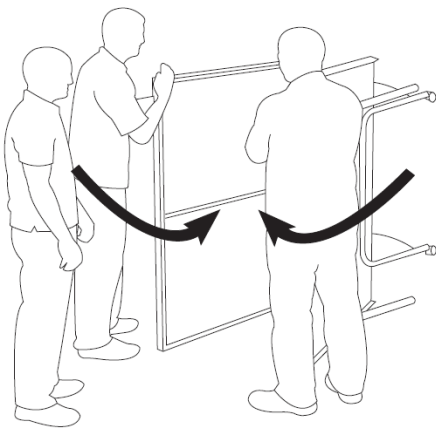
STEP 5: CAREFULLY TURNING TABLE OVER



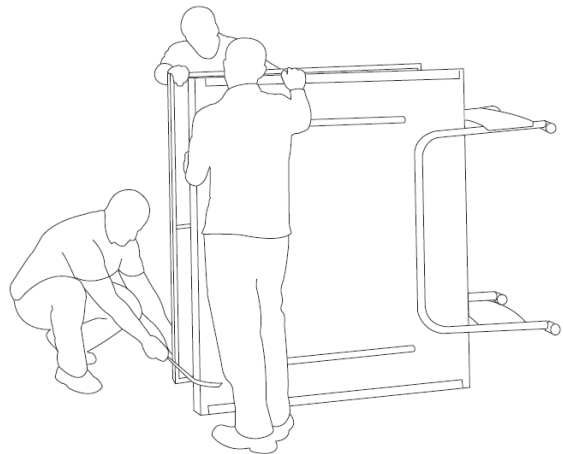
EVENLY RAISE TABLE ON ONE SIDE



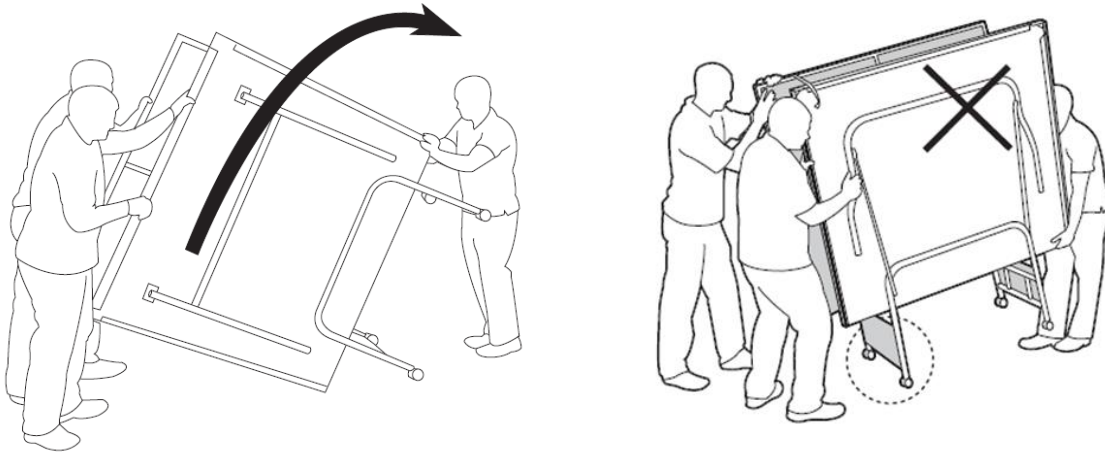
DO NOT LET TABLE REST ON THE APRONS



FOLD TABLE SO IT IS MORE COMPACT

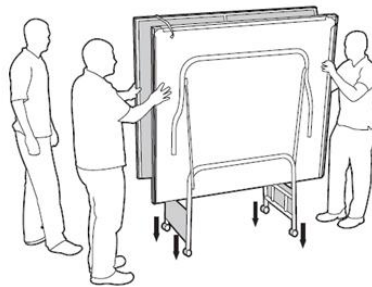


CONNECT TWO ENDS OF SAFETY STRAP



**WITH SAFETY STRAP CONNECTED LIFT TABLE WITHOUT ALLOWING
WEIGHT OF TABLE TO REST ON THE CASTERS AND INNER LEGS**

SET TABLE ON ALL 4 CASTERS AT ONCE



STEP 6: ATTACHING NET AND POSTS

Unfold the table halves then clamp the Net Post (#16) at the middle of the table. Stretch the Net (#16) across the center of the table and slip the net over the post on the opposite side and secure.

IMPORTANT NOTES:

When the table is in its storage position, always attach the safety strap to prevent a side from potentially falling.

Remove the net and posts before attempting to raise tops for storage.

TABLE OPERATION

When releasing the gravity safety catches be sure to have one hand on an outer leg or back of table to prevent the play surface from accidentally falling freely.



RECOMMENDATION OF USE AND PRECAUTIONS

Anyone using or handling this table tennis table must always follow the illustrations and the operation instructions.

1. **Handling the table, (assembly, open, close, or to store) should always be done by two adults to prevent accident or injury.**
2. Be sure that no persons, pets or objects are in the way of the table when opening or closing.
3. Do not put heavy objects on the table.
4. Do not sit on the table.
5. Do not clean the table with solvents or any other aggressive product because it could damage the paint finish.
6. Do not use sharp objects on the table.
7. If the table is used for purposes other than playing table tennis, cover the surface to prevent damage.
8. The functioning and storage of this product should always be supervised by an adult.
9. Do not store or handle the table on an unstable floor surface.
10. If safety device malfunction occurs, secure table top until the problem is solved.
11. To extend the life of this table, (outdoor table or indoor table) protect it from moisture or severe climate changes.

CARE AND MAINTENANCE

Cleaning your table

Use a soft damp (not wet) cloth only. DO NOT USE ANY CHEMICALS OR ABRASIVE CLEANING PRODUCTS on the playing surface.

Maintenance of your table

All moving parts must be periodically oiled including the pivot points. This will insure ease of use and safety of your table. Once or twice per year or when folding and unfolding action is not smooth.

This table must be stored indoors to avoid damage to the surface. Dampness and temperature changes can cause wood play surface to warp, swell or blister.

Please visit:

<http://www.dmisports.com/table-tennis/>

for information on the full line of Prince table tennis accessories.

DMI Sports, Inc.

Fort Washington, PA USA

www.dmisports.com

TABLE TENNIS DEFINITIONS and RULES:

- A "rally" is the period during which the ball is in play.
- A ball is "In Play" once the ball is intentionally projected in service.
- A "let" is a rally, the result of which is not scored.
- A "point" is a rally, the result of which is scored.
- To "strike" is to touch the ball with the racket while carried in the racket hand, or with the racket hand below the wrist.
- To "volley" is to strike the ball in play without it having touched the playing surface on the player's side of the net since last being struck by the opponent.
- The "server" is the player required to strike the ball in a rally.
- "Around the net" means under or around the projection of the net and its supports outside the table, but not between the end of the net and post.
- The part of the playing surface nearest the server and to his right of the center line is called the "server's right hand court" and to his left the "server's left hand court."

The part of the playing surface on the other side of the net from the server and to his left of the center line is called the "receiver's right hand court."

- A player "obstructs" the ball if he, or anything he wears or carries, touches it in play when it is above or traveling towards the playing surface, not having touched his court since last being struck by his opponent.

THE ORDER OF PLAY:

In singles: The server makes a good service and then the receiver makes a good return. Thereafter, server and receiver alternately each make a good return.

In doubles: The server makes a good service and the receiver returns the ball. Then the partner of the server makes a good return, followed by the partner of the receiver returning the ball. Thereafter, each player alternately in that sequence makes a good return.

A GOOD SERVICE:

Service begins with the ball resting on the open palm of the free hand. The server then projects the ball upwards and strikes it before the ball touches anything. From the start of service until it is struck, the ball shall be above the level of the playing surface and behind the server's end line, and it shall not be hidden from the receiver.

In singles: After striking it, the ball must first touch the server's own court, and pass directly over the net or around the net assembly, then touching the receiver's court.

In doubles: The ball must first touch the server's right half-court or center line, pass over the net, and then touch the receiver's right half-court or center line.

A GOOD RETURN:

The ball, having been served or returned, shall be struck so that it passes over or around the net assembly and touches the opponent's court, either directly or after touching the net assembly.

A LET:

The rally is a let:

- If the ball is served, and in passing over or around the net it touches the net or its supports, provided the service is otherwise good or the ball is obstructed by the receiver

or his partner.

- If a service is delivered when the receiver or his partner is not ready, except that a player may not be considered unready if he or his partner attempts to strike the ball.
- If owing to an accident outside his control, a player fails to make a good service or a good return or otherwise violates a rule.
- If it is interrupted for correction of an error in playing order.

LOSS OF POINT:

Unless the rally is a let, a player loses a point:

- If he fails to make a good serve.
- If he fails to make a good return.
- If his ball touches the same court twice consecutively.
- If he strikes the ball more than once consecutively.
- If he strikes the ball with the side of the racket blade which has an illegal surface.
- If his ball strikes the side of the table below the edge.
- If he, or anything he wears or carries, moves the playing surface while the ball is in play.
- If he, or anything he wears or carries, touches the ball in play before it has passed over the end line or side line not yet having touched the playing surface on his side of the net since being struck by his opponent.
- If his free hand touches the playing surface while the ball is in play.
- If he, or anything he wears or carries, touches the net or its supports while the ball is in play.- If, in doubles, he strikes the ball out of proper sequence.

A GAME:

A game shall be won by the player or pair first scoring 11 points unless both players or pairs score 10 points, when the game shall be won by the first player or pair subsequently gaining a lead of 2 points.

A MATCH:

A match shall consist of the best of any odd number of games.

THE CHOICE OF ENDS AND SERVICE:

The choice of ends and the right to serve or receive first in a match shall be decided by a toss. The winner of the toss may:

- Choose to serve or receive and then the loser has the choice of ends.
- Choose an end, and then the loser has the choice to serve or receive first.

In doubles: The pair having the right to serve first in any game decides which partner will do so. In the first game of a match, the opposing pair then decides which partner will receive first. In subsequent games of a match, the serving pair chooses their first server and the first receiver then is established automatically to correspond to the first server.

THE CHANGE OF ENDS:

The player or pair starting at one end in a game shall start at the other end in the next game of the match and in the last possible game of a match the players or pairs shall change ends when the first one player or pair scores 5 points.

THE CHANGE OF SERVICE:

In singles: After two points, the receiver becomes the server and so on, until the end of the game or the score 10-10. From the score of 10-10, each player delivers only one service in turn until the end of the game.

In doubles:

- The first two services are delivered by the selected partner of the pair who has the right to serve and are received by the appropriate

partner of the opposing pair.

- The second two services are delivered by the receiver of the first two services and are received by the partner of the first server.
- The third two services are delivered by the partner of the first server and are received by the partner of the first receiver.
- The fourth two services are delivered by the partner of the first receiver and are received by the first server.
- The fifth two services are delivered and received as the first two, and so on until the end of the game, or the score 10-10.
- From the score 10-10 the sequence of serving and receiving are the same, but each player delivers only one service in turn until the end of the game.

The player or pair who served first in a game receives first in the next game and so on, until the end of the match. In the last possible game of a doubles match, the receiving pair changes the order of receiving when either pair first reaches the score of 5.

In each game of a doubles match, the initial order of receiving is opposite to that in the immediately preceding game.

SERVING OR RECEIVING OUT OF ORDER:

- If, by mistake, the players neglect to change ends when required, play is interrupted as soon as the error is discovered and the players change ends.

If a game has been completed since the error, the error is ignored.

- If, by mistake, a player serves or receives out of turn, play is interrupted and continues with that player serving or receiving who, according to the sequence established at the beginning of the match, should be server or receiver respectively at the score that has been reached.