



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 TABLE*

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: PT2500



ASSEMBLY INSTRUCTIONS

CRUSADER™ PT2500

TABLE TENNIS TABLE



CAUTION

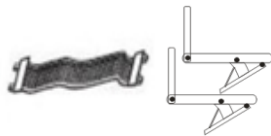
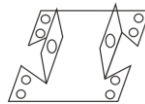
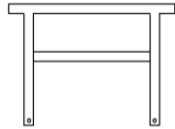
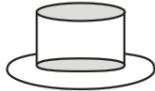
PLEASE FAMILIARIZE YOURSELF WITH THE HANDLING
AND MAINTENANCE INSTRUCTIONS BEFORE USE.
PLEASE RETAIN INSTRUCTIONS FOR FUTURE PARTS IDENTIFICATION.

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: 1 set	P2	QUANTITY: 2	P3	QUANTITY: 4	P4	QUANTITY: 2
 Net and Post Set		 Gravity Safety Catch		PRE-INSTALLED  Metal Leg Bracket		 Inner Leg	
P5	QUANTITY: 2	P6	QUANTITY: 4	P7	QUANTITY: 2	P8	QUANTITY: 4
 Linkage Bar "A"		 Linkage Tube "B"		PRE-INSTALLED  Safety Strap		 4" Locking Wheel	
P9	QUANTITY: 2	A1	QUANTITY: 4	A2	QUANTITY: 4	A3	QUANTITY: 4
 Center Logo Panel		 Bolt, 8 x 40mm Hex Head (attaching Inner Leg to bracket)		 Bolt, 10 x 55mm Hex Head (for attaching Center Support Frame)		 Bolt, 8 x 60mm Hex Head (for attaching Inner Leg Supports)	
A4	QUANTITY: 4	A5	QUANTITY: 2	A6	QUANTITY: 16	A7	QUANTITY: 12
 Bolt, 8 x 100mm Hex Head (for attaching outer Leg Supports)		 Lock Nut, 6mm		 Washer, 8mm		 Lock Nut, 8mm	
A8	QUANTITY: 8	A9	QUANTITY: 8	A10	QUANTITY: 4	A11	QUANTITY: 4
 Spacer "A"		 Spacer "B"		 Washer, 10mm		 Apron Labels	
A11	QUANTITY: 4						
 1/2" Wood Screw (For Center Logo panel)							

ASSEMBLY INSTRUCTIONS

This is one of our heaviest tables. We recommend that at least two adults work together to assemble this table.

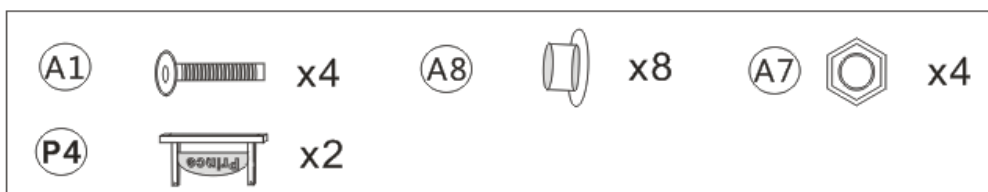
The table will be assembled upside down and then turned over onto its legs once completed.

Turning this table over will require at least **three** strong adults.

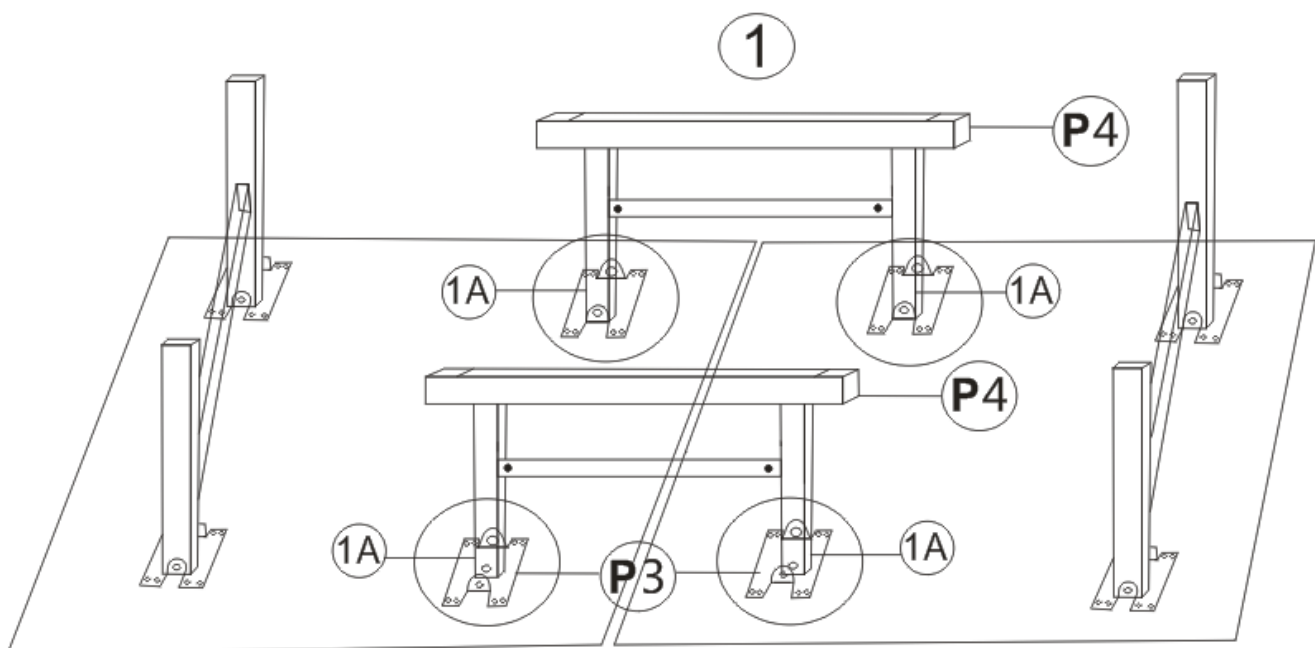
We suggest that you use the bottom carton as a clean flat work area to protect the table.

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.

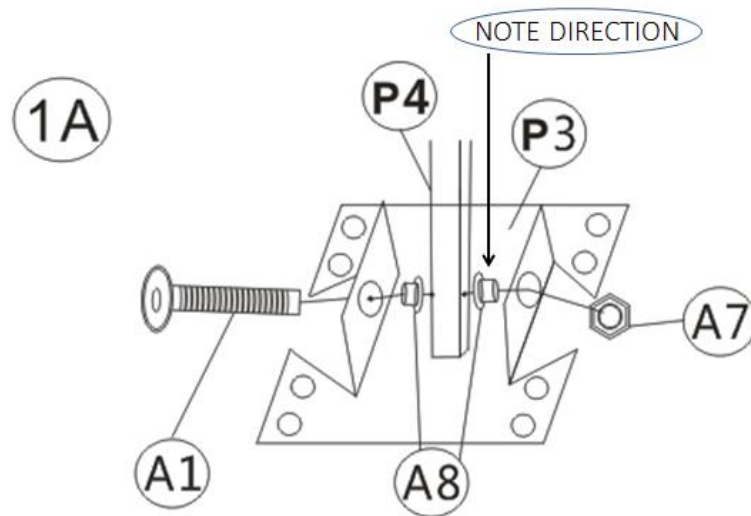
STEP 1: ATTACHING INNER LEGS



1. Inner Leg Brackets (P3) have been pre-installed on your table.
2. To attach the Inner Leg (P4) to Leg Brackets (P3) place Spacer "A" (A8) between Inner Legs and Leg Brackets. Using the 8mm Hex Head Bolt (A1) insert through Leg Bracket (P3), outside Spacer "A" (A8), inner Leg (P4), inner Spacer "A"(A8) and secure with 8mm Locking Nut (A7). **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 1 & 1A.**
3. Notice the space "A" direction shown on **1A**.



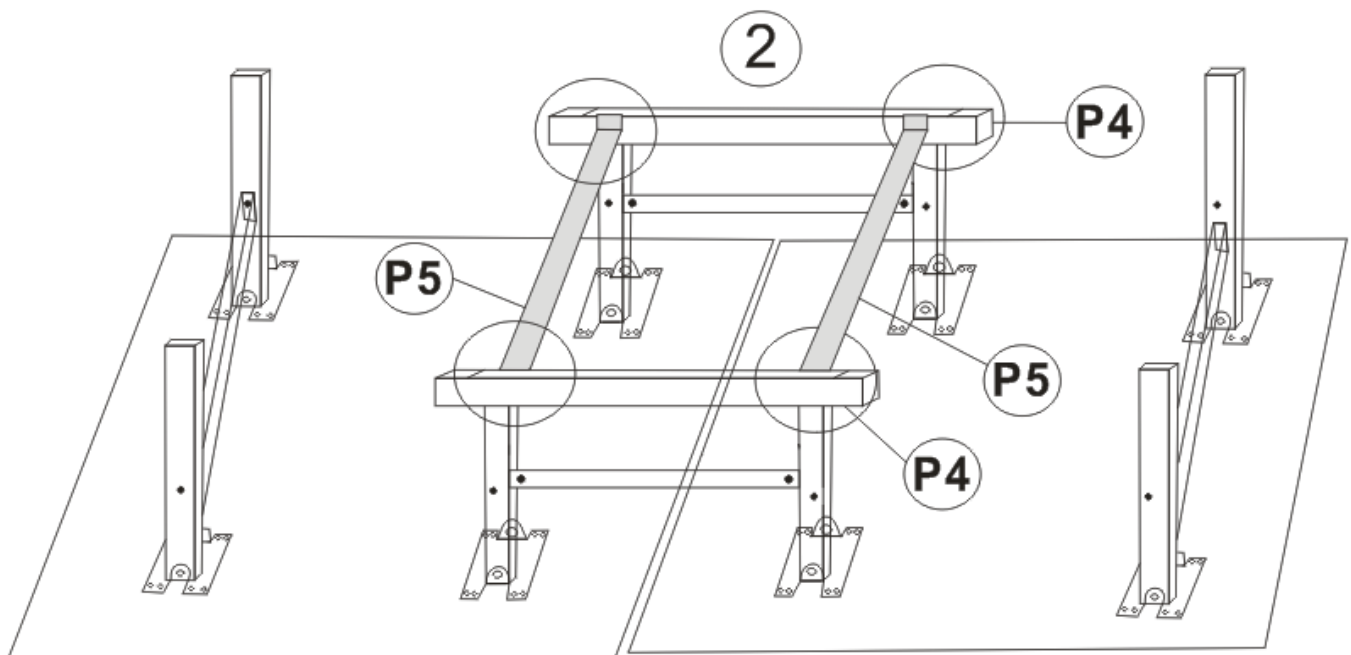
ASSEMBLY INSTRUCTIONS (continued)



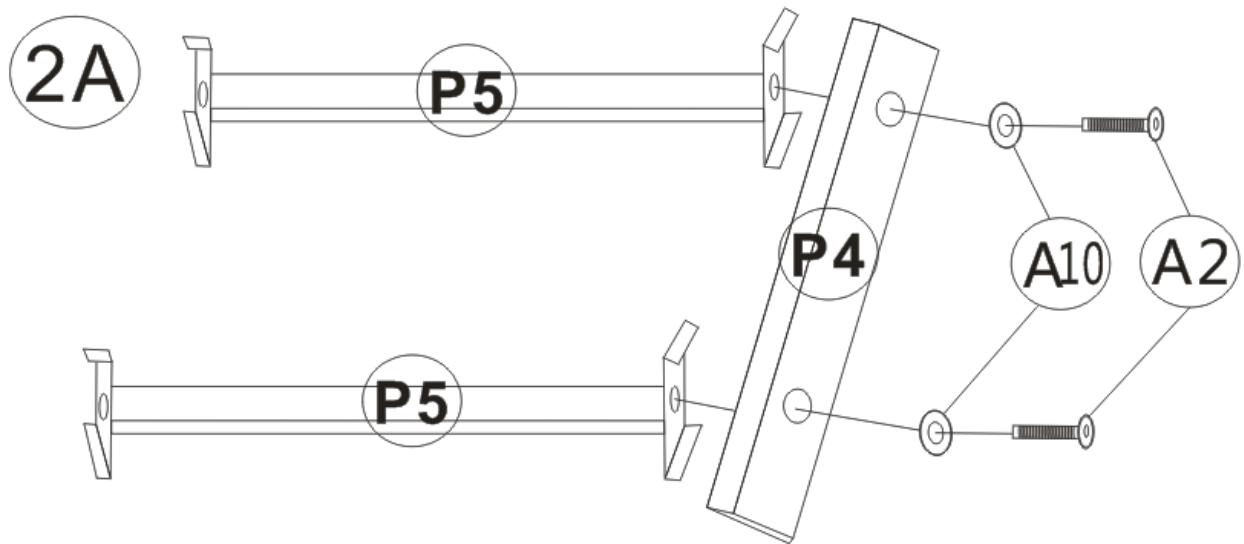
STEP 2: ATTACHING LEG SUPPORTS TO INNER LEG



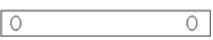
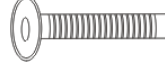
1. Slide 10mm Washer (A10) over 10mm Hex Head Bolt (A2) then insert bolt through hole in Inner Leg (P4), and screw into Linkage Bar "A" (P5). Secure bolts (A2) tightly. Repeat this step at all four joining points with Inner Legs (P4).
See 2 and 2A.



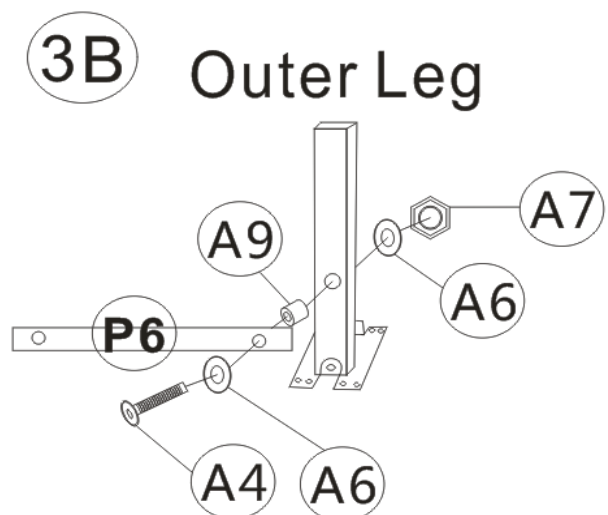
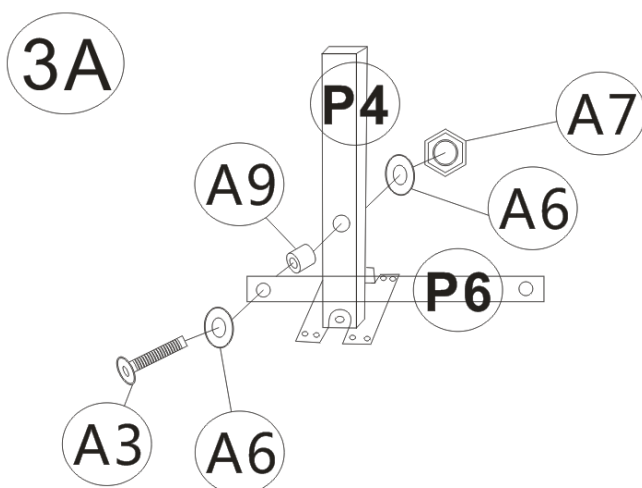
ASSEMBLY INSTRUCTIONS (continued)



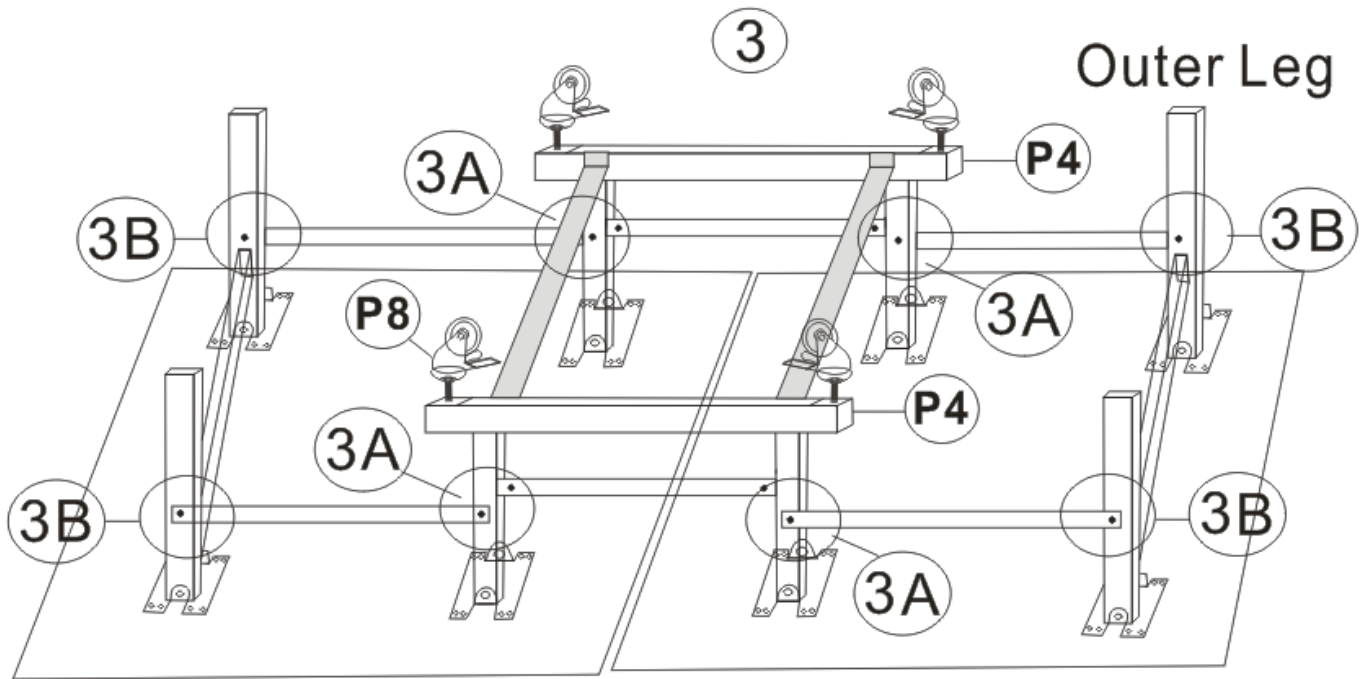
STEP3: INSTALL SUPPORT TO JOIN INNER LEG AND OUTER LEG

P6		x4	A9		x8	A7		x8
A3		x4	A4		x4	A6		x16

1. Slide 8mm Washer (A6) over 8mm x **60mm** Hex Head Bolt (A3) then insert bolt through hole Linkage Tube "B" (P6), Spacer "B" (A9) and Inner Leg (P4). Then add washer (A6) and lock nut (A7).
See 3&3A.
2. Slide 8mm Washer (A6) over 8mm x **100mm** Hex Head Bolt (A4) then insert bolt through hole Linkage Tube "B" (P6), through Spacer "B" (A9) and Outer Leg hole. Then Washer (A6) and Lock Nut (A7).
See 3&3B.
3. Install locking wheels in the end of the inner legs (P8).
4. Notice the bolt lengths: 8 x **60mm** bolt (A3), 8 x **100mm** bolt (A4).



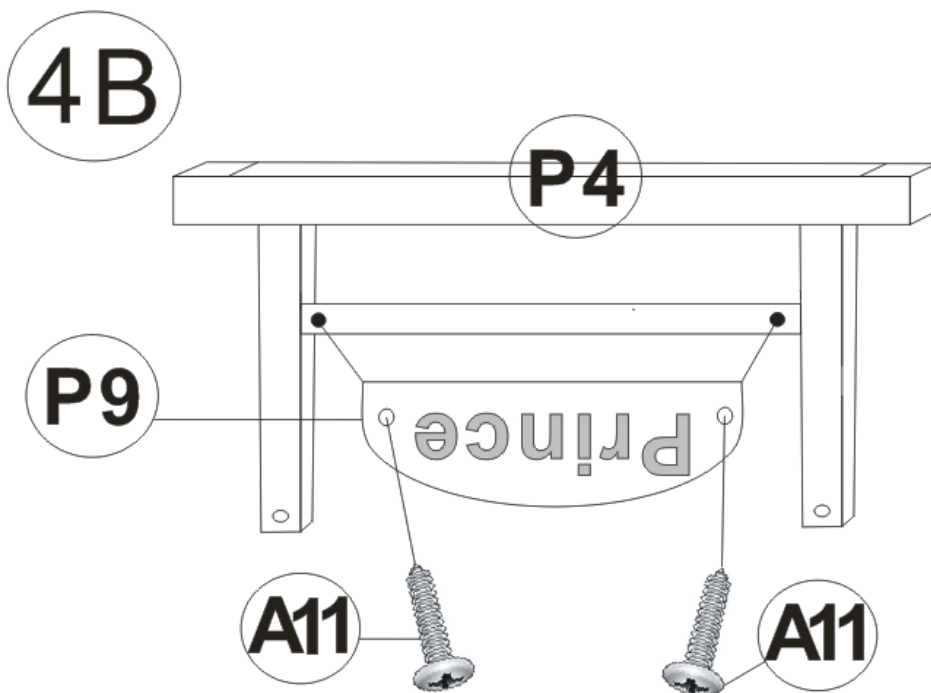
ASSEMBLY INSTRUCTIONS (continued)

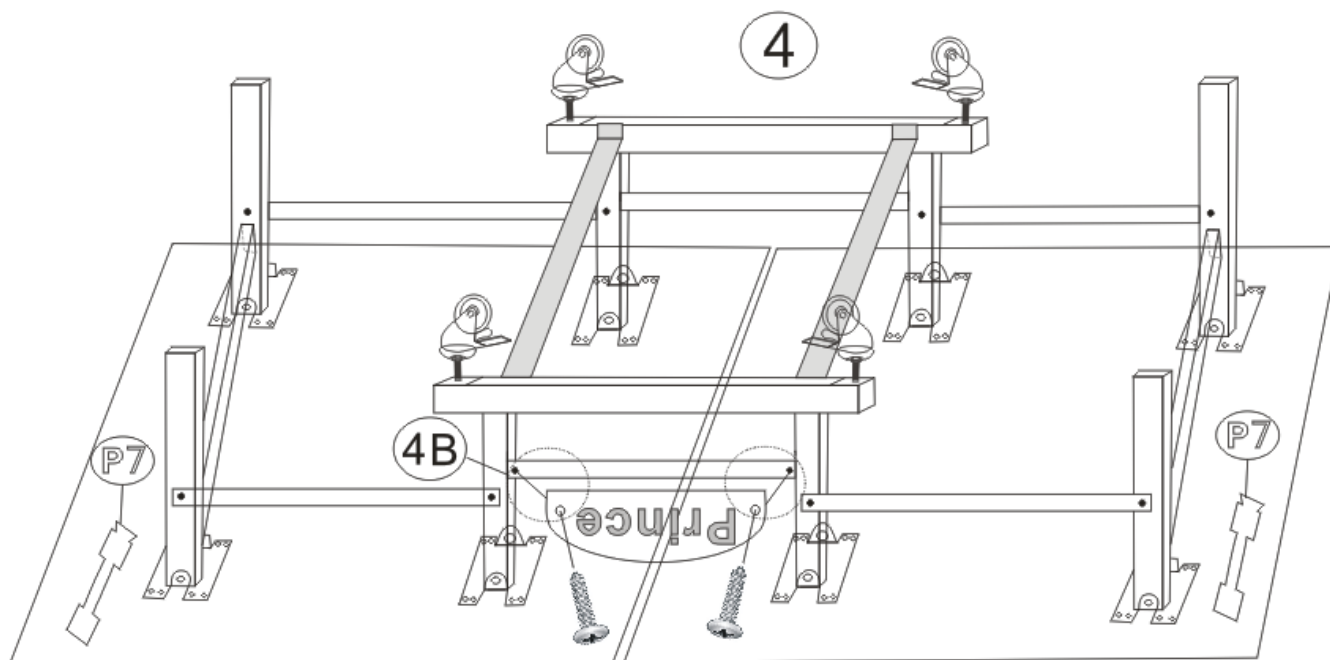


STEP4: INSTALL CENTER LOGO PANEL AND LABEL

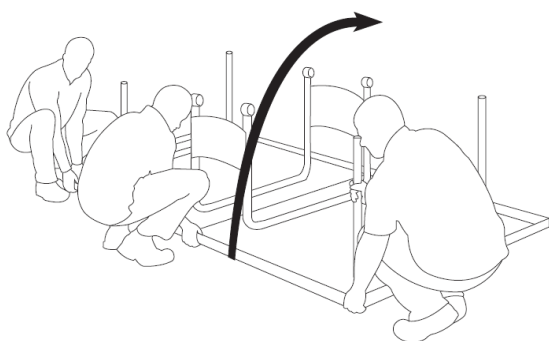


1. Using 1/2" wood screws (A11) insert through side of center logo panel hole (P9), then screw in center support holes of the Inner Leg (P4). **See 4 & 4B**
2. Attach the label on the apron of the table. See page 2 for recommended location.

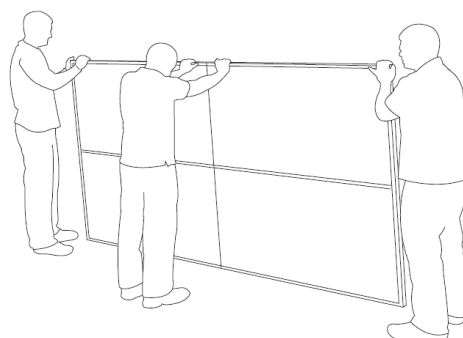




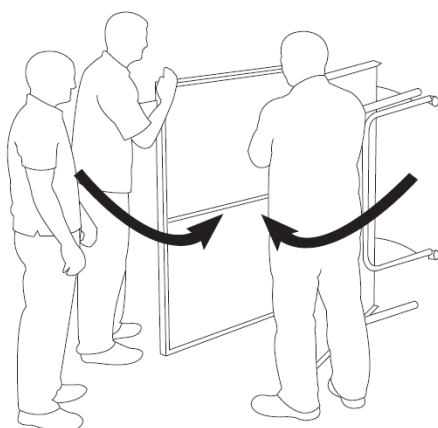
STEP 5: CAREFULLY TURNING TABLE OVER



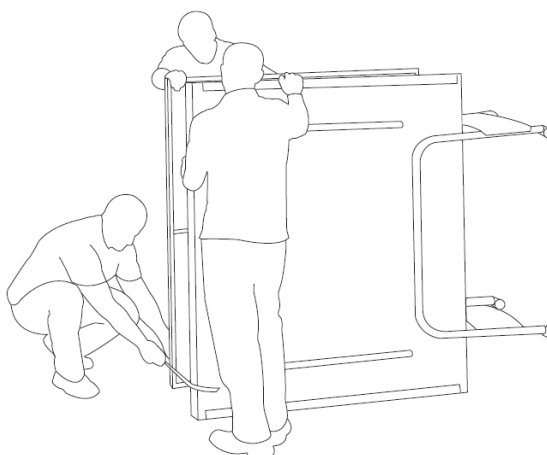
EVENLY RAISE TABLE ON ONE SIDE



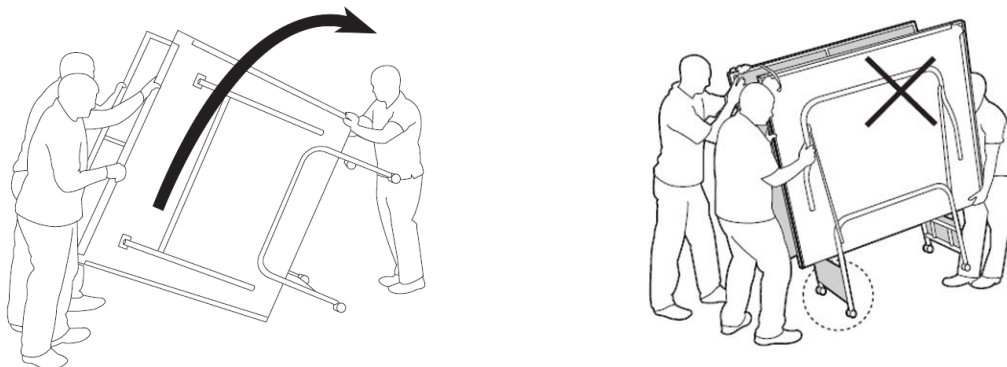
DO NOT LET TABLE REST ON THE APRONS



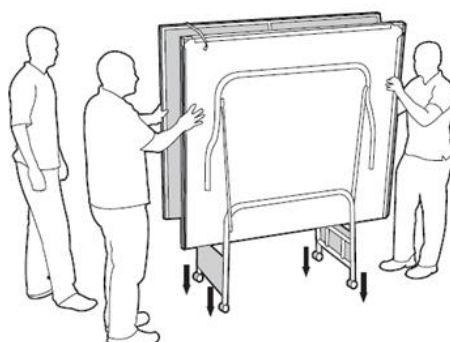
FOLD TABLE SO IT IS MORE COMPACT



CONNECT TWO ENDS OF SAFETY STRAP

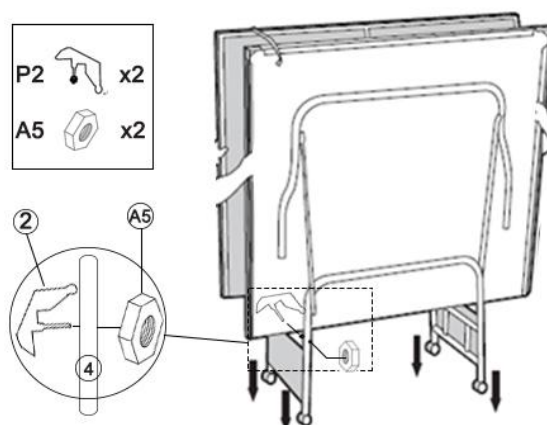


**WITH SAFETY STRAP CONNECTED LIFT TABLE WITHOUT ALLOWING
WEIGHT OF TABLE TO REST ON THE CASTERS AND INNER LEGS
SET TABLE ON ALL 4 CASTERS AT ONCE**



STEP 6: ATTACHING SAFETY CATCH

Insert Gravity Safety Catch (P2) through the inner leg hole and screw with 6mm Lock Nut (A5). Repeat on opposite side. **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.**



STEP 7: ATTACHING NET AND POSTS

Unfold the table halves then clamp the Net Post (P1) at the middle of the table. Stretch the Net (#P1) cross 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.



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.
 - 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 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.

PARTS RE-ORDER FORM

Send this form along with your
check or money order payable to:

DMI SPORTS

PT2500

1300 Virginia Drive., Suite 401

Ft Washington, PA 19034

www.dmisports.com

DATE: _____

NAME: _____

ADDRESS: _____

PHONE: _____

CITY: _____ STATE: _____

ZIP CODE: _____

REF	QTY	PART #	DESCRIPTION	UNIT PRICE	TOTAL AMOUNT
P1		RPPT2500-P1	NET & POST SET (ea.)	12.00	
P2		RPPT2500-P2	GRAVITY SAFETY CATCH (ea.)	4.00	
P3		RPPT2500-P3	METAL LEG BRACKET (ea.)	5.00	
P4		RPPT2500-P4	INNER LEG (ea.)	20.00	
P5		RPPT2500-P5	LINKAGE BAR "A" (ea.)	16.00	
P6		RPPT2500-P6	LINKAGE TUBE "B" (ea.)	14.00	
P7		RPPT2500-P7	SAFETY STRAP (ea.)	5.00	
P8		RPPT2500-P8	4" LOCKING WHEEL (ea.)	8.00	
P9		RPPT2500-P9	CENTER LOGO PANEL (ea.)	10.00	
A1		RPPT2500-A1	BOLT, 8 X 40MM HEX HEAD (ea.)	0.75	
A2		RPPT2500-A2	BOLT, 10 X 55MM HEX HEAD (ea.)	1.00	
A3		RPPT2500-A3	BOLT, 8 X 60MM HEX HEAD (ea.)	0.75	
A4		RPPT2500-A4	BOLT, 8 X 100MM HEX HEAD (ea.)	1.00	
A5		RPPT2500-A5	LOCK NUT, 6MM (ea.)	0.25	
A6		RPPT2500-A6	WASHER, 8MM (ea.)	0.25	
A7		RPPT2500-A7	LOCK NUT, 8MM (ea.)	0.25	
A8		RPPT2500-A8	SPACER "A" (ea.)	0.50	
A9		RPPT2500-A9	SPACER "B" (ea.)	0.50	
A10		RPPT2500-A10	WASHER, 10MM (ea.)	0.25	
A11		RPPT2500-A11	1/2" WOOD SCREW (ea.)	0.25	
			APRON LABELS (ea.)	5.00	
Up to \$15.00, add \$2.00 for S&H			PA Residents Add 6% State Sales Tax:		
Over \$15.00, add \$8.00 for S&H			Shipping and Handling Charges:		
Console, add \$5.00 for S&H			TOTAL:		

DMI Sports

For Customer Service Call: 1.800.399.4402