

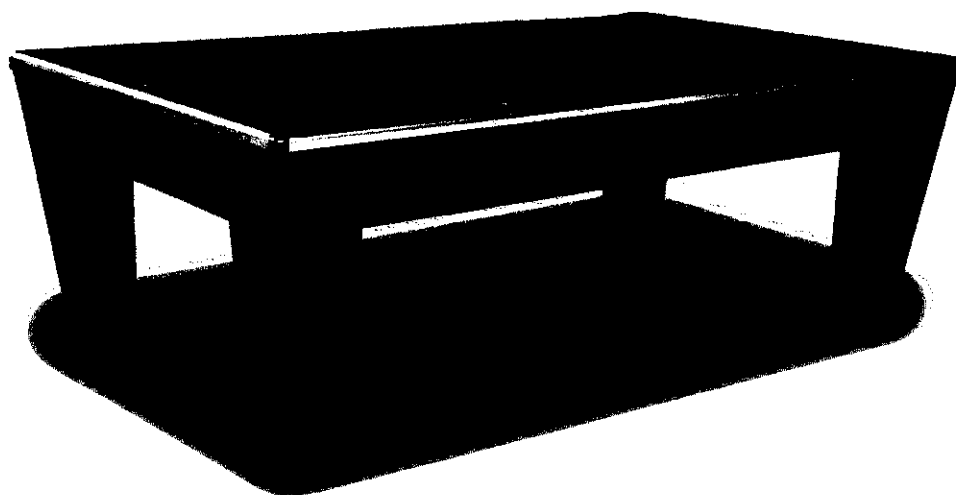
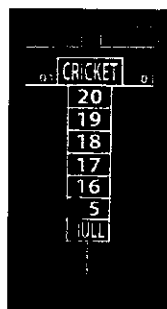
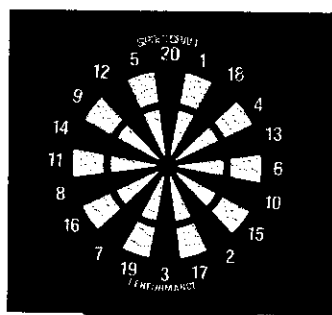
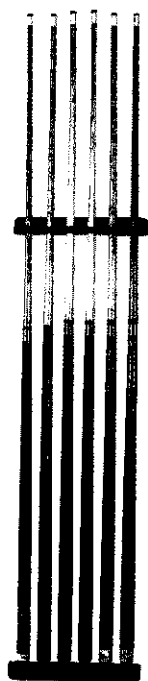
# 96" COBALT™

**SPORTCRAFT** 

billiard table with cue rack/table tennis conversion top/  
dartboard with scoreboard

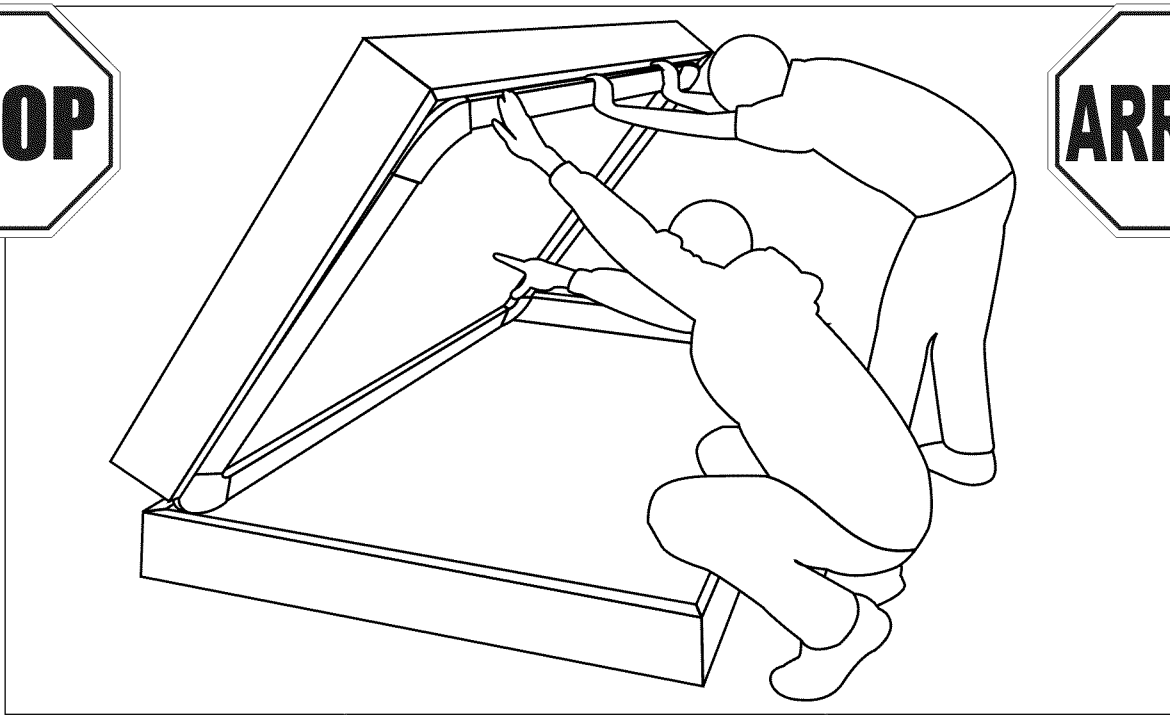
[www.sportcraft.com](http://www.sportcraft.com)

TO ORDER PARTS, visit our website.



MODEL #: **32942 PL**  
(no. de modelo / n° de modèle)

Assembly and Instructions



**INSPECT YOUR PLAYFIELD BEFORE ASSEMBLY!**

- Your playfield/main table frame is **NOT** replaceable and the product will need to be returned to the original place of purchase if damaged. Please make sure to check it before beginning assembly.
- Please make sure you received 1 box(es).

**¡INSPECCIONE SU SUPERFICIE DE JUGAR ANTES DE ASAMBLEA!**

- Su campo de juego/marco de mesa **NO** es reemplazable e el producto debería ser devuelto a la tienda de ser dañada. Por favor asegúrese para inspeccionarlo antes de la asamblea que comienza.
- Por favor asegúrese que usted recibió 1 caja(s).

**INSPECTEZ VOTRE L'AIRE DE JEU AVANT L'ASSEMBLÉE!**

- Votre cadre/l'aire de jeu de table **N'EST PAS** remplaçable et le produit devrait être retourner au détaillant du l'achat initial s'il est endommagé. Assurez-vous s'il vous plaît de le vérifier avant de commencer l'assemblée.
- Assurez-vous s'il vous plaît que vous avez reçu 1 boîte(s).



**CONTACT INFORMATION**

*(INFORMACIÓN DE CONTACTO / POUR COMMUNIQUER AVEC NOUS)*

**Hours:** Mon.-Fri., 9:00am to 5:00pm EST

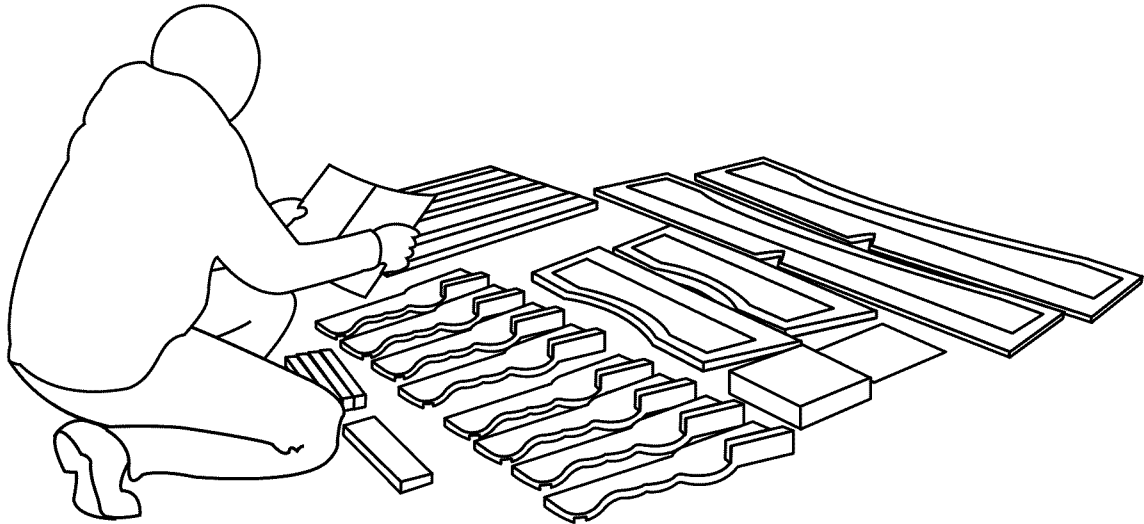
*(Horas: lunes a viernes, 9:00am a 5:00pm EST / Heures d'ouverture: lundi au vendredi, 9 h à 17 h - HNE)*

**Replacement Parts:** [www.Sportcraft.com](http://www.Sportcraft.com) / **(800) 526-0244**

*(Piezas de recambio/ Pièces de rechange):*

**Technical Support:** **(800) 526-0244 / CustomerService@Sportcraft.com**

*(Soporte técnico / Soutien technique)*

**IMPORTANT!**

PLEASE KEEP YOUR INSTRUCTIONS AND RECEIPT/PROOF-OF-PURCHASE!

- Please review the replacement parts guide and make sure that you have all your parts before beginning assembly.
- For questions that may arise or for missing/damaged parts, PLEASE CONTACT US AT **1-800-526-0244** BEFORE RETURNING THE GAME TO THE STORE.
- Please keep your Proof-of-Purchase (or Store Receipt) with your manual. Your model number and proof-of-purchase will be required for you to receive customer service help and warranty parts service. Please staple below.

**¡IMPORTANTE!**

¡IMPORTANTE! ¡POR FAVOR GUARDE ESTAS INSTRUCCIONES Y SU RECIBO/PRUEBA-DE-COMPRA!

- Por favor consultar la guía de piezas de recambio y asegurarse que usted tiene todas sus piezas antes de comenzar la asamblea.
- Para preguntas o para piezas que no se hayan incluidos/dañadas, POR FAVOR PÓNGASE EN CONTACTO CON NOSOTROS AL **1-800-526-0244** ANTES DE DEVOLVER A LA TIENDA.
- Por favor guardar su prueba-de-compra (o su recibo de tienda) con su manual. Su número de modelo y su prueba-de-compra serán requeridos para recibir la ayuda del servicio de consumidor y del servicio para las piezas conforme a la garantía. Por favor graparlo debajo.

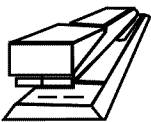
**IMPORTANT!**

CONSERVEZ CES INSTRUCTIONS ET VOTRE REÇU/PREUVE-D'CHAT!

- S'il vous plaît passez en revue la guide de pièces de rechange et vous assurez que vous avez toutes vos pièces avant de commencer l'assemblée.
- Si vous avez des questions ou pour des pièces manquantes/endommagées, ENTREZ S'IL VOUS PLAÎT EN CONTACT AVEC NOUS À **1-800-526-0244** AVANT DE LE RETOURNER AU MAGASIN.
- Gardez s'il vous plaît votre preuve-d'achat ou (le reçu du magasin) avec votre manuel. Votre numéro de modèle et la preuve-d'achat seront exigés pour recevoir l'aide de service après-vente et le service de pièces conforme à la garantie. S'il vous plaît agrafez-la ci-dessous.

**STAPLE YOUR RECEIPT HERE –**

Proof-of-Purchase is required to order parts under warranty.

**GRAPA SU RECIBO AQUÍ-**

*La prueba-de-compra es requerido para ordenar piezas conforme a la garantía.*

**AGRAFEZ VOTRE REÇU ICI-**

*La preuve-d'achat est exigée pour commander des pièces conformes à la garantie.*

(Siga a la página siguiente.)

**Do Not Use or Keep Product Outdoors. For Indoor Use Only. No Wet/Humid Conditions.**



**No use y no guarde el producto al aire libre. Para el empleo de interior sólo. Ningunas condiciones mojadas/húmedas.**



**Ne ni utiliser ni garder le produit au grand air. Pour l'utilisation d'intérieur seulement. Aucune condition humide.**

**⚠ WARNING!**

This is not a child's toy. Adult supervision is required for children playing this game. Please read instructions carefully. Proper use of this set can avoid damage or injury.

**⚠ CHOKING HAZARD --**

Product contains small balls and/or small parts. Not for children under 3 years.

**⚠ ¡ADVERTENCIA!**

Esto no es un juguete de niños. La asamblea adulta es requerida antes del empleo. La supervisión adulta es requerida cuando los niños juegan este juego. Por favor leer las instrucciones con cuidado. El empleo apropiado de este juego puede evitar el daño o la herida.

**⚠ RIESGO DE ASFIXIA -**

el producto contiene pequeñas pelotas y/o pequeñas piezas. No es apropiado para niños menores de 3 años.

**⚠ ATTENTION!**

Ce jeu n'est pas un jouet d'enfant. L'assemblée d'un adulte est exigée avant l'emploi. La présence d'un adulte est nécessaire lorsque des enfants jouent à ce jeu. Veuillez lire les instructions attentivement. L'utilisation appropriée de ce jeu peut prévenir les dommages matériels et les blessures.

**⚠ RISQUE D'ASFIXIATION -**

le produit contient des petites balles et/ou des petites pièces. N'est pas indiqué pour enfants sous 3 ans.

**LIMITED WARRANTY**

Sportcraft, Ltd. (the "Company") warrants the Product to be free from defects in workmanship and materials under normal use and conditions **FOR A PERIOD OF 90 DAYS FROM THE DATE OF ORIGINAL PURCHASE** in the United States and Canada.

**Product Registration Card**

The Product Registration Card must be filled out completely and mailed to the Company at the address printed on the card within 10 days from the date of your purchase of the Product.

**What Is Covered**

Except as provided below, this Limited Warranty covers all defects in materials and workmanship. This Limited Warranty is void if the Product is:

- Damaged through improper usage, negligence, misuse, abuse, transportation damage, acts of nature, or accident (including failure to follow the instructions supplied with the Product)
- Used in commercial applications or rentals
- Modified or repaired by anyone not authorized by the Company.

**What Is Not Covered**

If during the Limited Warranty does not cover:

- Any expendable items such as batteries, light bulbs, fuses, accessories, cosmetic parts, tools and other items that wear out due to normal usage.
- Any costs you may incur for delivery, installation, assembly or transport of your product.

**What The Company Will Pay For**

If during the Limited Warranty period, any part or component of the Product is found by the Company to be defective, the Company will, at its option, repair the Product, replace the Product with a new Product (either the same or an equivalent model) or cause the original retailer of the Product to exchange the Product with a new Product (either the same or an equivalent model) or refund the original purchase price of the Product, without charge for labor or parts. The Company's obligation to repair, replace or exchange the Product, however, shall be limited to the amount of the original purchase price of the Product.

**How To Obtain Warranty Service**

In order to enforce your rights under this Limited Warranty, you must follow these procedures:

- You must have completed and mailed the Product Registration Card to the Company within 10 days of purchase of the Product.
- You must include **THE ORIGINAL COPY OF YOUR SALES RECEIPT**.
- You must call the Company's Consumer Service Department at 1-800-526-0244 from 9:00 A.M. to 5:00 P.M. (EST) to notify the Company of the nature of the problem.
- If you are instructed to return the Product to the Company for servicing, you are responsible for shipping the Product, at your expense, to the address designated by the Company in packaging that will protect against further damage.
- You must also include your name, address, daytime telephone number, model number of the Product and a description of the problem.

**THIS LIMITED WARRANTY IS AVAILABLE ONLY TO THE ORIGINAL PURCHASER OF THE PRODUCT AND IS VALID IN THE UNITED STATES AND CANADA ONLY.**

**THE COMPANY'S LIABILITY IS LIMITED TO THE REPAIR OR REPLACEMENT, AT ITS OPTION, OF ANY DEFECTIVE PRODUCT AND SHALL NOT INCLUDE ANY LIABILITY FOR INDIRECT, INCIDENTAL OR CONSEQUENTIAL DAMAGES OF ANY KIND.**

**THIS WARRANTY IS EXPRESSLY MADE IN LIEU OF ALL OTHER WARRANTIES, EXPRESSED OR IMPLIED.**

**SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS OR DO NOT ALLOW FOR EXCLUSION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES. TO THAT EXTENT, THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU.**

This Limited Warranty gives you specific legal rights, but you may also have other rights that vary from state to state.

If you have questions regarding this Limited Warranty or the operation of the Product, you may call or write us:

Consumer Service Department  
313 Waterloo Valley Rd.  
Budd Lake, NJ 07498  
1-530-526-0244  
www.sportcraft.com

Printed in China

0510 TG

**GARANTIA LIMITADA**

Sportcraft, Ltd. (la "Compañía") garantiza que este producto no tiene defectos de fabricación ni materiales bajo condiciones y uso normales **POR UN PERIODO DE 90 DÍAS A PARTIR DE LA FECHA DE COMPRA ORIGINAL**, en Estados Unidos y Canadá.

**Tarjeta de registro del producto**

La tarjeta de registro del producto se debe llenar por completo y enviar por correo a la Compañía a la dirección impresa sobre la tarjeta dentro de 10 días a partir de la fecha de compra del Producto.

**La cobertura**

Esta garantía cubre todos los defectos de fabricación y materiales, excepto lo que se indica a continuación. Esta garantía limitada no tiene validez si el producto:

- Se daña por uso inapropiado, negligencia, mal uso, abuso, daño de transporte, fenómenos naturales o accidentes (incluyendo el no seguir las instrucciones que se proporcionan con el producto).
- Se usa en aplicaciones comerciales o se alquila
- Alguna persona no autorizada por la Compañía lo modifica o repara.

**Lo que la garantía no cubre**

La garantía limitada no cubre:

- Ningún artículo perecedero tales como baterías, focos, fusibles, accesorios, partes cosméticas, herramientas, y otros artículos que se gastan con el uso normal.
- Ningún gasto que se puede incurrir para la entrega, la instalación, la asamblea o el transporte de su producto.

**Pagos de la Compañía**

Si durante el periodo de la Garantía Limitada, la Compañía determina que alguna pieza o componente del producto tiene defectos, a su discreción, lo reparará o reemplazará el Producto con un nuevo Producto (ya sea con un modelo similar o equivalente) o causa la tienda original del Producto para cambiar el Producto con un Producto nuevo (sea con un modelo similar o equivalente) o reembolsa el precio de compra original del Producto, sin cargos por la mano de obra o las piezas. La obligación de la Compañía de reparar, sustituir, o reemplazar el Producto, sin embargo, será limitada con el precio de compra original del Producto.

**Cómo obtener servicios de garantía**

Para hacer cumplir sus derechos de esta Garantía Limitada, debe seguir estos procedimientos:

- Debe haber completado y ha enviado la tarjeta de registro de Producto a la Compañía dentro de 10 días de compra del Producto.
- Debe incluir LA COPIA ORIGINAL DE SU RECIBO DE LAS VENTAS.
- Debe llamar al departamento de Servicio al Cliente de la Compañía al 1-800-526-0244 entre las 9:00 A.M. y 5:00 P.M. (hora del este) para notificar la Compañía la naturaleza del problema.
- Si está instruido a devolver el Producto a la Compañía para la manutención, está responsable para el envío del Producto, a su gasto, a la Compañía a la dirección situada debajo, en un embalaje que protegerá contra el remoto daño.
- Asimismo, debe incluir su nombre, dirección, número de teléfono durante el día, el modelo del producto y una descripción del problema.

**ESTA GARANTÍA LIMITADA ES DISPONIBLE SÓLO AL COMPRADOR ORIGINAL DEL PRODUCTO Y ES VÁLIDA SOLAMENTE EN ESTADOS UNIDOS Y CANADA.**

**LA RESPONSABILIDAD DE LA COMPAÑÍA SE LIMITA A REPARAR O REEMPLAZAR, A SU DISCRECIÓN, CUALQUIER PRODUCTO DEFECTUOSO Y NO INCLUIRÁ RESPONSABILIDAD POR DAÑOS INDIRECTOS, INCIDENTALES O CONSECUENTES DE NINGUNA CLASE.**

**ESTA GARANTÍA OTORGADA SUPERSEDE A CUALQUIER OTRA GARANTÍA, EXPRESO O IMPLÍCITO.**

**ALGUNOS ESTADOS NO PERMITEN LIMITACIONES EN LA DURACIÓN DE GARANTÍAS IMPLÍCITAS O NO PERMITEN LA EXCLUSIÓN DE DAÑOS CONSECUENTES O INCIDENTALES. EN ESE CASO, LAS LIMITACIONES MENCIONADAS ARRIBA NO SE APLICAN A USTED.**

Esta garantía limitada le otorga derechos legales específicos, pero usted también tiene otros derechos que varían de un estado a otro.

Si tiene alguna pregunta con respecto a esta Garantía Limitada o la operación del producto, usted puede llamar o escribir a:

Consumer Service Department  
313 Waterloo Valley Rd.  
Budd Lake, NJ 07498  
1-530-526-0244  
www.sportcraft.com

Impreso en China

0510 TG

(Siga a la página siguiente.)

**GARANTIE LIMITÉE**

Sportcraft Ltd. (la "compagnie") garantit le produit contre tout défaut de fabrication et de matériel si celui-ci est utilisé dans des conditions normales, **POUR UNE PÉRIODE DE 90 JOURS À PARTIR DE LA DATE D'ACHAT INITIALE**, aux États-Unis et au Canada.

**Fiche d'enregistrement de produit**

L'acheteur doit remplir la fiche d'enregistrement du produit et la poster à la compagnie à l'adresse imprimée sur la carte, dans les 10 jours de la date d'achat du produit.

**Ce qui est couvert**

La garantie limitée couvre tous les défauts de matériel et de fabrication, à l'exception de ce qui suit. Cette garantie limitée est nulle si le produit est:

- endommagé à cause d'une mauvaise utilisation, de négligence, d'abus, du transport, d'un imprévu ou d'un accident (y compris en cas de non respect des instructions d'utilisation)
- utilisé à des fins commerciales ou de location
- modifié ou réparé par une personne non autorisée par la compagnie

**Ce qui n'est pas couvert**

Cette garantie limitée ne couvre:

- aucun article courant comme des piles, des ampoules, des fusibles, des accessoires, des pièces décoratives, des outils ou des autres articles qui subissent une usure normale.
- aucune dépense que vous pouvez encourir pour la livraison, l'installation, l'assemblage ou le transport de votre produit.

**Frais assumés par la compagnie**

Si au cours de la période de garantie limitée de la compagnie, cette dernière juge qu'une pièce ou une composante du produit est défectueuse, la compagnie, à son choix, réparera le produit ou remplacera le produit par un nouveau produit (soit du même modèle ou d'un modèle équivalent) ou exigera du détaillant du produit d'échanger le produit avec un nouveau produit (soit du même modèle ou d'un modèle équivalent) ou de rembourser le prix d'achat original du produit, sans frais de main-d'œuvre ou de pièces. L'obligation de la compagnie de réparer, remplacer ou échanger le produit, cependant, sera limitée au montant total du prix d'achat original du produit.

**Service offert dans le cadre de la garantie**

Pour faire valoir vos droits conformément à la présente garantie limitée, il faut suivre la méthode suivante:

- Vous êtes tenu de remplir et d'expédier par la poste la fiche d'enregistrement de produit à la compagnie dans un délai de 10 jours suivant l'achat du produit.
- Vous devez inclure LA COPIE ORIGINALE DE VOTRE REÇU DE CAISSE.
- Vous devez communiquer avec le Service à la clientèle de la compagnie en composant le 1 800 526-0244, de 9 h à 17 h (HNE) pour aviser la compagnie de la nature du problème.
- Si on vous demande de retourner le produit à la compagnie aux fins de service, vous êtes responsable d'expédier le produit à la compagnie, à vos frais, à l'adresse indiquée par la compagnie. Vous devez emballer le produit de sorte qu'il ne subisse pas de dommages supplémentaires.
- Vous devez également inclure votre nom, votre adresse, votre numéro de téléphone (de jour), le numéro de modèle du produit et une description du problème.

**CETTE GARANTIE LIMITÉE EST OFFERTE SEULEMENT À L'ACHETEUR INITIAL DU PRODUIT ET EST VALIDE AUX ÉTATS-UNIS ET AU CANADA SEULEMENT.**

**LA RESPONSABILITÉ DE LA COMPAÑÍA SE LIMITA À LA RÉPARATION OU AU REMPLACEMENT, À SON CHOIX, DE TOUT PRODUIT DÉFECTUEUX. LA COMPAÑÍA N'EST PAS RESPONSABLE DES DOMMAGES INDIRECTS, ACCESSOIRES OU CONSÉCUTIFS DE TOUTES SORTES.**

**CETTE GARANTIE REMPLACE EXPRESSÉMENT TOUTE AUTRE GARANTIE, EXPRIMÉE OU IMPLICITE.**

**CERTAINS ÉTATS NE PERMETTENT PAS QU'UNE LIMITE SOIT IMPOSÉE QUANT À LA DURÉE D'UNE GARANTIE IMPLICITE OU NE PERMETTENT PAS QUE LES DOMMAGES ACCESSOIRES OU CONSÉCUTIFS SOIENT EXCLUS. IL EST POSSIBLE QU'À CET ÉGARD, LES RESTRICTIONS CI-DESSUS NE S'APPLIQUENT PAS À VOUS.**

Cette garantie limitée vous accorde certains droits légaux spécifiques, mais il est possible que vous ayez d'autres droits qui peuvent varier d'un état à l'autre ou d'une province à l'autre.

Si vous avez des questions au sujet de la présente garantie limitée ou du fonctionnement du produit, communiquez avec ou écrivez à:

Consumer Service Department  
313 Waterloo Valley Rd.  
Budd Lake, NJ 07498  
1-530-526-0244  
www.sportcraft.com

Imprimé en Chine

0510 TG-CA

©2010 Sportcraft, Ltd.  
www.Sportcraft.com

## TOOLS REQUIRED

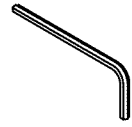
### HERRAMIENTAS NECESARIAS / OUTILS NÉCESSAIRES



Do Not Use Drill  
No use el taladro  
Ne pas utiliser de perceuse



Phillips Head Screwdriver (not included)  
Destornillador Phillips (no incluido)  
Tournevis Philips (non inclus)



Allen Wrench (included)  
Llave hexagonal (incluida)  
Clé hexagonale (incluse)

## PARTS GUIDE

### GUÍA DE PIEZAS / GUIDE DES PIÈCES

**For replacement, missing or defective parts, order online or call:**

Para las piezas de recambio, que faltan o defectuosas, ordenar a la página web o pongase en contacto:  
Pour des pièces de rechange, manquantes ou défectueuses, commandez sure notre site web ou téléphonez au:

**www.sportcraft.com**

**(800) 526-0244**

#### EXAMPLE CONSUMER-INSTALL PART

(Pieza de ejemplo instalada por el consumidor/  
Exemple de pièce installée par le consommateur)

 ID # (No. de secuencia/ N° d'ordre)	34	(X 4) Quantity (Cantidad/Quantité)	LEG LEVELER - 9.5 MM	= No Shading (Ningún color/ aucune couleur)
			NIVELADOR DE LA PIERNA DE 9.5 MM	
			VERIN DE CALAGE 9.5 MM	
			<b>32940PL26</b> Part Number (No. de pieza/ N° de pièce)	

#### EXAMPLE PRE-INSTALLED PART

(Pieza de ejemplo preinstalada/  
Exemple de pièce préinstallée)


 ID # (No. de secuencia/ N° d'ordre)	17	(X 2) Quantity (Cantidad/Quantité)	POCKET - CORNER	= Shading (color/ couleur)
			BUCHACA DE ESQUINA	
			POCHÉ DE COIN	
			<b>32940PL17</b> Part Number (No. de pieza/ N° de pièce)	

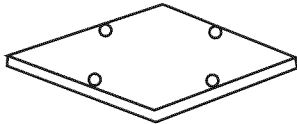
### TABLE & LEG COMPONENTS / COMPONENTES DE MESA Y PIERNA / COMPOSANTS DE TABLE ET PIED

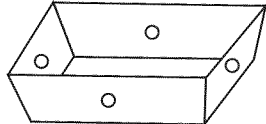
<b>1</b>  (X 1)	PLAYFIELD - BILLIARD    <b>32942PL01</b>	<b>2</b>  (X 4)	LEG - PANEL - A - WOOD    <b>32942PL02</b>
<b>3</b>  (X 4)	LEG - PANEL - B - WOOD    <b>32942PL03</b>	<b>4</b>  (X 4)	LEG - COVER - C    <b>32942PL04</b>

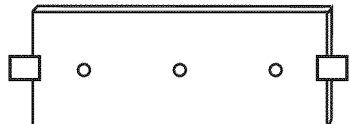
(Siga a la página siguiente.)

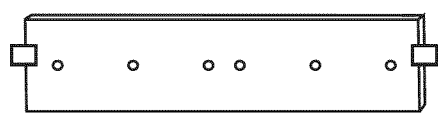
REPLACEMENT PARTS: [www.sportcraft.com](http://www.sportcraft.com)  
 PIEZAS DE RECAMBIO / PIÈCES DE RECHANGE

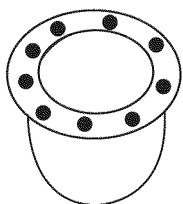
 Shaded box = pre-installed part (Caja coloreada = pieza preinstalada / Boîte colorée = pièce préinstallée)

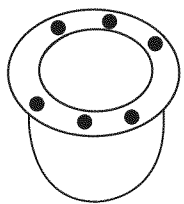
5		LEG - BASE - WOOD - SILVER
		<b>32942PL05</b>
(X 4)		

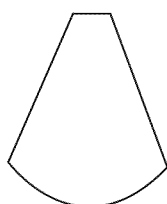
6		LEG - SUPPORT BOARD
		<b>32942PL06</b>
(X 4)		

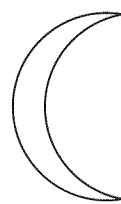
7		APRON END
		<b>32942PL07</b>
(X 2)		

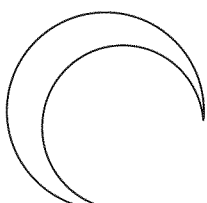
8		APRON SIDE
		<b>32942PL08</b>
(X 2)		


9		POCKET - CORNER - INTERNAL - MOLDED
		<b>32942PL09</b>
(X 4)		

10		POCKET - SIDE - INTERNAL - MOLDED
		<b>32942PL10</b>
(X 2)		

11		CAP - CORNER - TOP
		<b>32942PL11</b>
(X 4)		


12		CAP - POCKET - SIDE
		<b>32942PL12</b>
(X 2)		

13		CAP - POCKET - CORNER
		<b>32942PL13</b>
(X 4)		

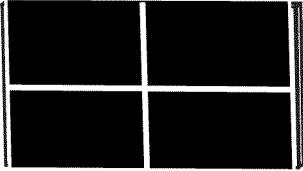
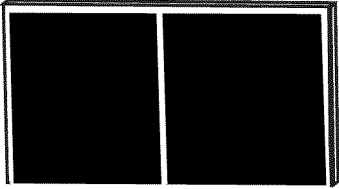
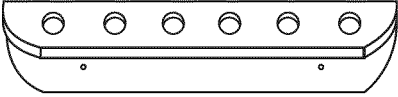
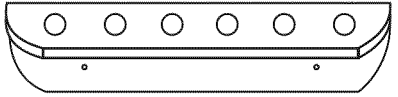
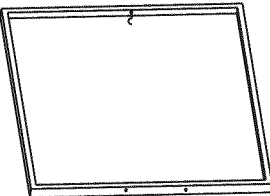

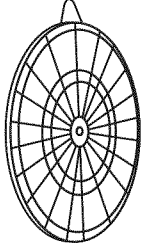

14		LEG CONNECTION BLOCK
		<b>32942PL14</b>
(X 8)		

(Siga a la página siguiente.)

REPLACEMENT PARTS: [www.sportcraft.com](http://www.sportcraft.com)  
 PIEZAS DE RECAMBIO / PIÈCES DE RECHANGE


 Shaded box = pre-installed part (*Caja coloreada = pieza preinstalada / Boîte colorée = pièce préinstallée*)

ADDITIONAL PIECES / PIEZAS ADICIONALES / PIÈCES COMPLÉMENTAIRES


<p>19</p>  <p>(X 1)</p>	<p>PLAYFIELD - 3PC - B - MIDDLE ONLY</p> <p><b>32942PL19</b></p>	<p>20</p>  <p>(X 2)</p>	<p>PLAYFIELD - 3PC - A - END ONLY</p> <p><b>32942PL20</b></p>
<p>21</p>  <p>(X 1)</p>	<p>CUE RACK - A</p> <p><b>32942PL21</b></p>	<p>22</p>  <p>(X 1)</p>	<p>CUE RACK - B</p> <p><b>32942PL22</b></p>
<p>23</p>  <p>(X 1)</p>	<p>FRAME - DARTBOARD</p> <p><b>32942PL23</b></p>	<p>24</p>  <p>(X 1)</p>	<p>BOARD - SUPPORT DARTBOARD</p> <p><b>32942PL24</b></p>
<p>25</p>  <p>(X 1)</p>	<p>DARTBOARD - PAPER - 16 IN</p> <p><b>32942PL25</b></p>	<p>26</p>  <p>(X 1)</p>	<p>CRICKET BOARD</p> <p><b>32942PL26</b></p>

(Siga a la página siguiente.)

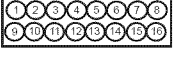
REPLACEMENT PARTS: [www.sportcraft.com](http://www.sportcraft.com)  
 PIEZAS DE RECAMBIO / PIÈCES DE RECHANGE

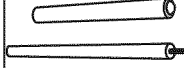
 Shaded box = pre-installed part (Caja coloreada = pieza preinstalada / Boîte colorée = pièce préinstallée)


SMALL PRODUCT PARTS / PEQUEÑAS PIEZAS DE PRODUCTO / PETITES PIÈCES DE PRODUIT

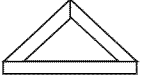
 (X 2)	NAME PLATE - SPORTCRAFT
	<b>32942PL28</b>


ACCESSORIES & MAINTENANCE / ACCESORIOS Y MANTENIMIENTO / ACCESSOIRES ET ENTRETIEN

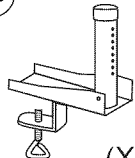
 (X 1)	BILLIARD BALL SET - 2.25"
	<b>32942PL31</b>

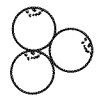
 (X 2)	CUE - 57" - 2PC - WOOD
	<b>32942PL32</b>

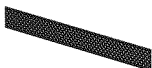
 (X 2)	CHALK - BLUE
	<b>32942PL33</b>

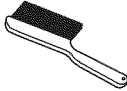
 (X 1)	TRIANGLE - MOLDED - 2.25 IN
	<b>32942PL34</b>

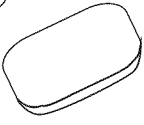
 (X 2)	PADDLE - TABLE TENNIS
	<b>32942PL35</b>


 (X 2)	POST - TABLE TENNIS
	<b>32942PL36</b>


 (X 3)	BALL - TABLE TENNIS
	<b>32942PL37</b>


 (X 1)	NET - TABLE TENNIS
	<b>32942PL38</b>

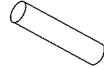
 (X 1)	BRUSH - MOLDED
	<b>32942PL39</b>

 (X 1)	ERASER
	<b>32942PL40</b>

 (X 2)	CUE - TIP (QTY 2)
	<b>32942HD41</b>

 (X 6)	SHIMS - 1, 2, & 3 MM
	<b>32942HD42</b>


 (X 6)	SET - DARTS (QTY 6)
	<b>32942HD43</b>

 (X 2)	CHALK - WHITE - CRICKET BOARD
	<b>32942HD44</b>
















(Siga a la página siguiente.)



REPLACEMENT PARTS: [www.sportcraft.com](http://www.sportcraft.com)  
 PIEZAS DE RECAMBIO / PIÈCES DE RECHANGE

 Shaded box = pre-installed part (*Caja coloreada = pieza preinstalada / Boîte colorée = pièce préinstallée*)

**HARDWARE & TOOLS / FERRETERÍA Y HERRAMIENTA / QUINCAILLERIE ET OUTILS**

<p>46</p>  <p>(X 8)</p>	<p>DOWEL - MOLDED</p> <p><b>32942PL46</b></p>	<p>47</p>  <p>(X 4)</p>	<p>CUSHION - PLAYFIELD PROTECTOR</p> <p><b>32942PL47</b></p>	<p>48</p>  <p>(X 16)</p>	<p>DOWEL - WOOD</p> <p><b>32942PL48</b></p>
<p>49</p>  <p>(X 16)</p>	<p>SCREW - FLAT HEAD - 3.5 X 33 MM</p> <p><b>32942PL49</b></p>	<p>50</p>  <p>(X 16)</p>	<p>BOLT - WING NUT - 4 X 25 MM</p> <p><b>32942PL50</b></p>	<p>51</p>  <p>(X 34)</p>	<p>WASHER - FLAT 16 MM</p> <p><b>32942PL51</b></p>
<p>52</p>  <p>(X 18)</p>	<p>BOLT - WING NUT - 4 X 18 MM</p> <p><b>32942PL52</b></p>	<p>53</p>  <p>(X 16)</p>	<p>WASHER - FLAT - 22 MM</p> <p><b>32942PL53</b></p>	<p>54</p>  <p>(X 32)</p>	<p>BOLT - WASHER HEAD - 4 X 30 MM</p> <p><b>32942PL54</b></p>
<p>55</p>  <p>(X 8)</p>	<p>SCREW - WASHER HEAD - 3.5 X 35 MM</p> <p><b>32942PL55</b></p>	<p>56</p>  <p>(X 10)</p>	<p>SCREW - FLAT HEAD - 3.5 X 12 MM</p> <p><b>32942PL56</b></p>	<p>57</p>  <p>(X 8)</p>	<p>ANCHOR - MOLDED</p> <p><b>32942PL57</b></p>
<p>58</p>  <p>(X 1)</p>	<p>WRENCH - ALLEN KEY (5 MM)</p> <p><b>32942PL58</b></p>	<p>59</p>  <p>(X 16)</p>	<p>BOLT - ALLEN KEY - 8 X 25 MM</p> <p><b>32942PL59</b></p>	<p>60</p>  <p>(X 4)</p>	<p>L SHAPE BRACKET</p> <p><b>32942PL60</b></p>

**NOTE:** a printed instruction manual, hardware blister pack and additional accessories may be ordered at: [www.sportcraft.com](http://www.sportcraft.com).  
**NOTA:** Ud. puede pedir un manual de instrucciones impreso, el paquete de plástico de ferretería y accesorios adicionales al: [www.sportcraft.com](http://www.sportcraft.com).  
**REMARQUE:** Le livret d'instruction imprimé, le sac de quincaillerie ainsi que des accessoires peuvent être commandés sur le site [www.sportcraft.com](http://www.sportcraft.com).

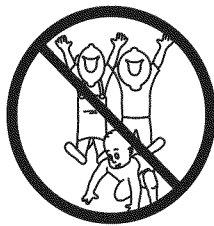
(Siga a la página siguiente.)



**Strong Adults Needed: 4**

*Adultos fuertes necesarios*

*Adultes forts nécessités*



**No Children in Assembly Area**

*Ningunos niños en el área de asamblea*

*Tenir les enfants loin du lieu d'assemblage*

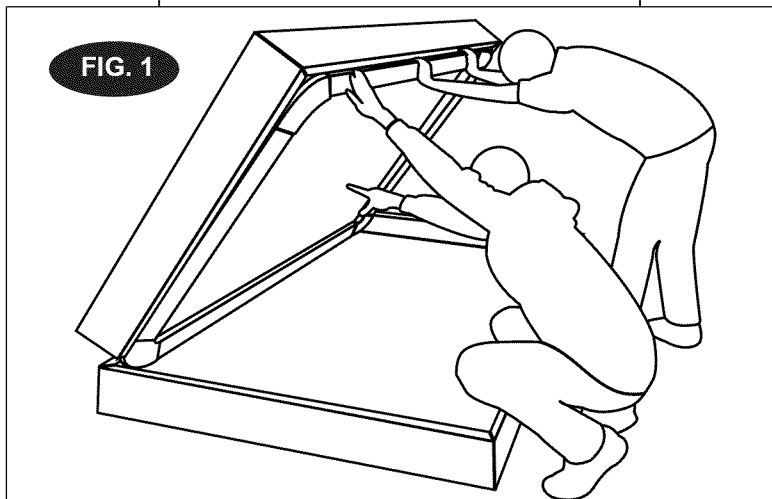


**No Pets in Assembly Area**

*Ningunas mascotas en el área de asamblea*

*Tenir les animaux domestiques loin du lieu d'assemblage*

English	Español	Français
<p><b><u>ASSEMBLY INSTRUCTIONS:</u></b></p> <p><b>We recommend that 4 adults work together to assemble this table.</b></p> <ul style="list-style-type: none"> <li><i>The table will be assembled upside down and then turned over onto its legs. This is a very heavy table and turning it over will require 4 strong adults.</i></li> <li><i>We suggest that you use the bottom carton as a clean flat work area to protect the table.</i></li> </ul>	<p><b><u>INSTRUCCIONES DE ENSAMBLAJE</u></b></p> <p><b>Recomendamos que 4 adultos ayuden a armar esta mesa.</b></p> <ul style="list-style-type: none"> <li><i>La mesa puede armarse de manera invertida y después darse vuelta para que se asiente sobre las piernas. Esta mesa es pesado y para darle vuelta será necesaria la participación de 4 adultos fuertes.</i></li> <li><i>Sugerimos que utilice el fondo de la caja como área de trabajo limpia y plana para la protección de la mesa.</i></li> </ul>	<p><b><u>INSTRUCTIONS D'ASSEMBLAGE</u></b></p> <p><b>Nous recommandons que 4 adultes procèdent à l'assemblage de cette table.</b></p> <ul style="list-style-type: none"> <li><i>Cette table doit être assemblée à l'envers, puis retournée sur ses pieds. Étant très lourde, il faudra au moins 4 adultes forts pour retourner la table à l'endroit.</i></li> <li><i>Nous recommandons d'utiliser le carton du fond comme surface de travail propre et plate afin de protéger la table.</i></li> </ul>



**STEP 1:**

- Your playfield/main table frame is NOT replaceable and the product will need to be returned to the original place of purchase if damaged. Please make sure to check it before beginning assembly.

**PASO 1:**





- Su campo de juego/marco de mesa no es reemplazable e el producto debe ser devuelto a la tienda de ser dañada. Por favor asegúrese para inspeccionarlo antes de la asamblea que comienza.

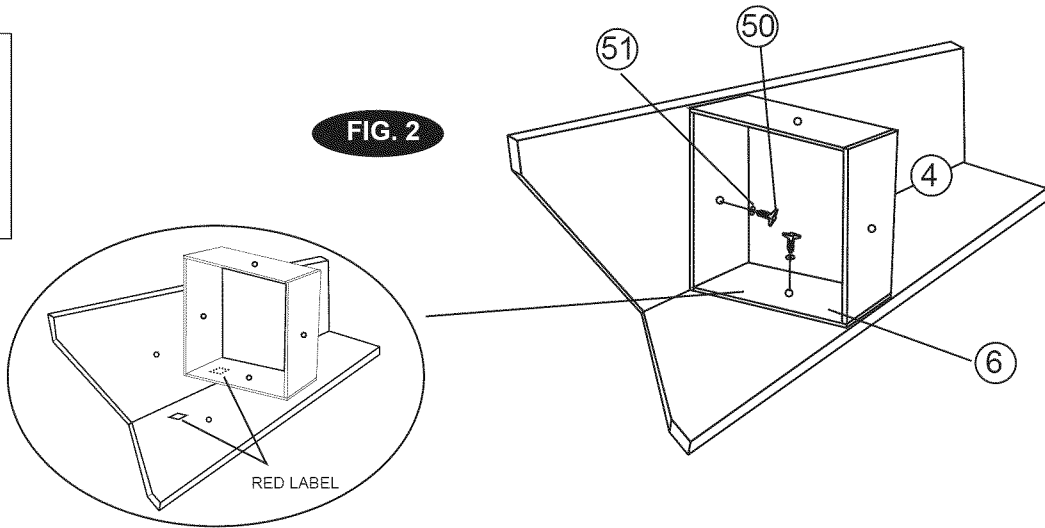
**ÉTAPE 1:**

- Le cadre/l'aire de jeu de la table n'est pas remplaçable. S'il est endommagé, le produit doit être retourné chez le détaillant où l'achat original a été fait. Veuillez vérifier le cadre/l'aire de jeu avant d'entreprendre l'assemblage.

**STEP 2:**




- Attach one Leg Support (#6) to one Leg - C (#4) using two Wing Nut Bolts (#50) and two Washers (#51).
- Repeat the same for the other Legs - C.

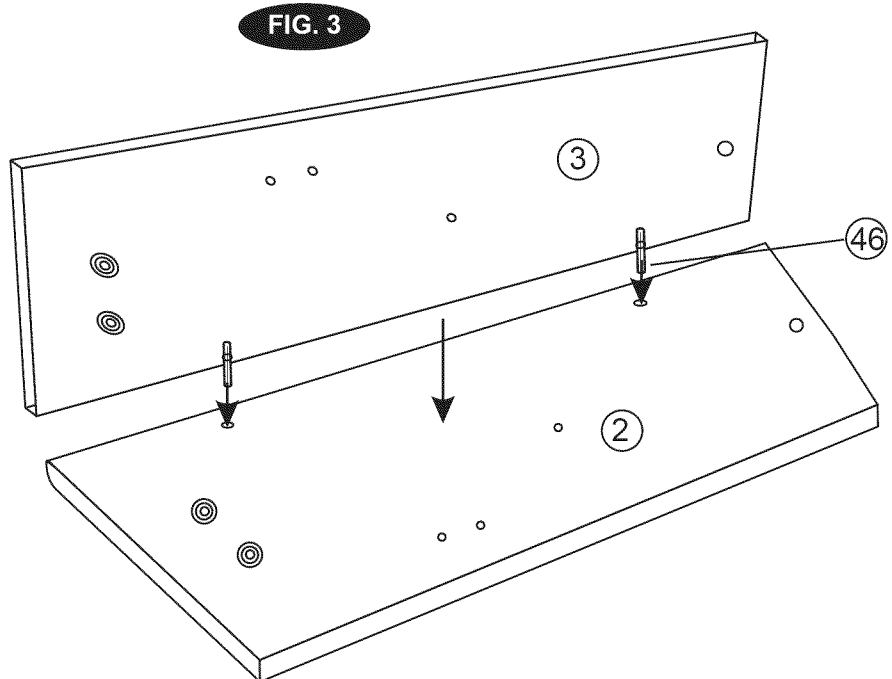
④		= (4)
⑥		= (4)
⑤①		= (8)
⑤①		= (8)



**STEP 3:**

- Insert two Dowels (#46) into the Legs - A (#2) and - B (#3).
- Repeat the same for the other Legs - A and B.

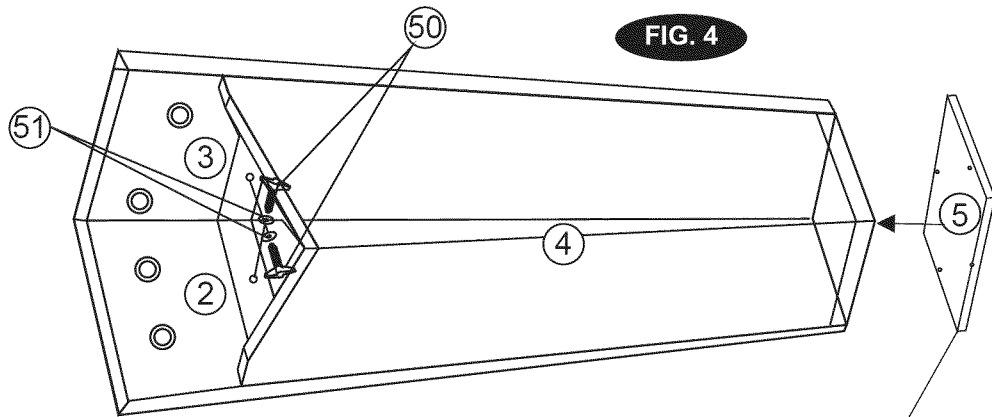
②		= (4)
③		= (4)
④⑥		= (8)



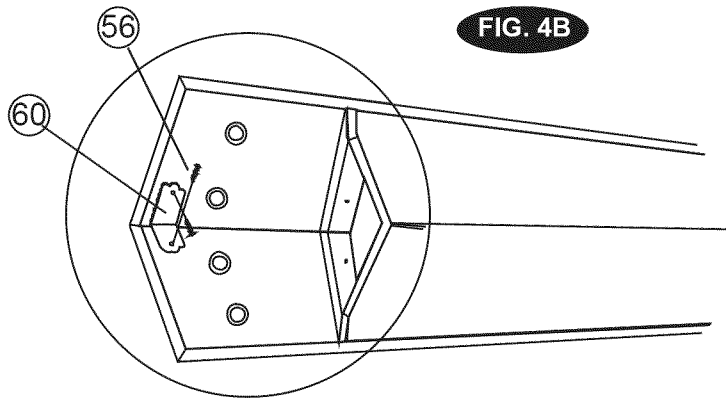
**STEP 4:**

- Attach one Leg - C assembly (#4) to the one Leg - A and B assembly using two Wing Nut Bolts (#50) and two Washers (#51).
- Attach one Leg Base (#5) to the bottom leg assembly using four Screws (#49). See Fig. 4A.
- Attach one L Shape Bracket (#60) to the top leg assembly using two Screws (#56). See Fig. 4B.
- Repeat the same for the other Leg assemblies.

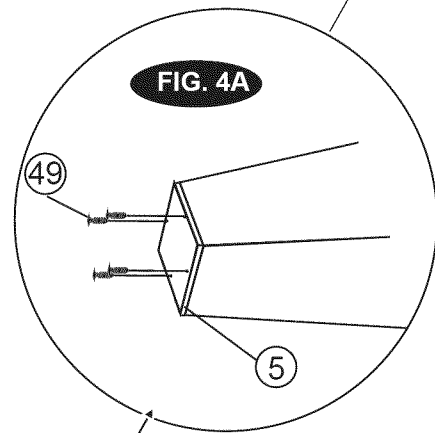
5		= (4)
49		= (16)
50		= (8)
51		= (8)
56		= (8)
60		= (4)



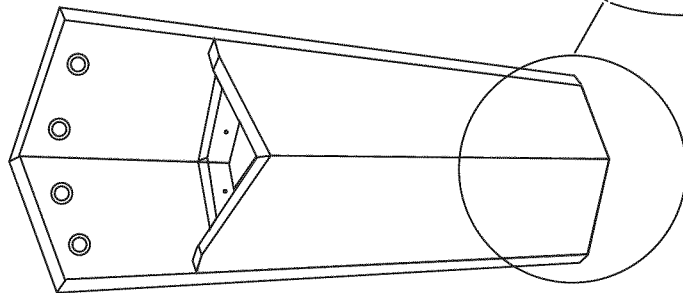
**FIG. 4**



**FIG. 4B**







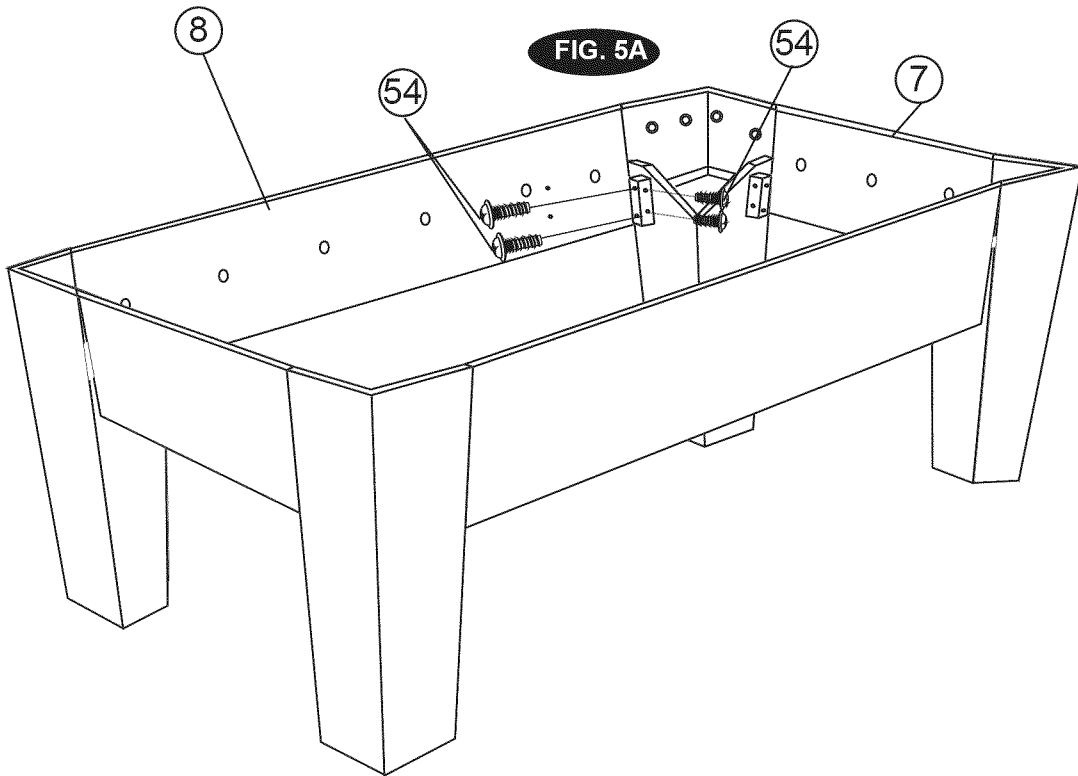
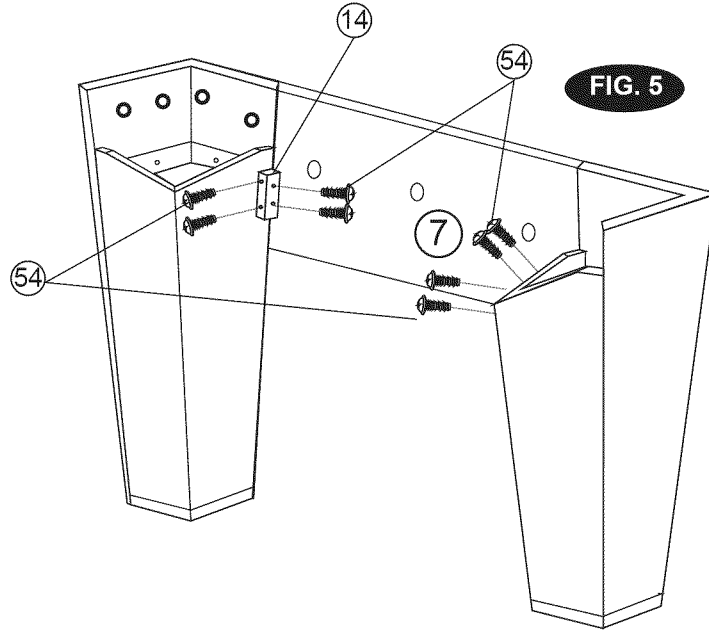
**FIG. 4A**



**STEP 5:**

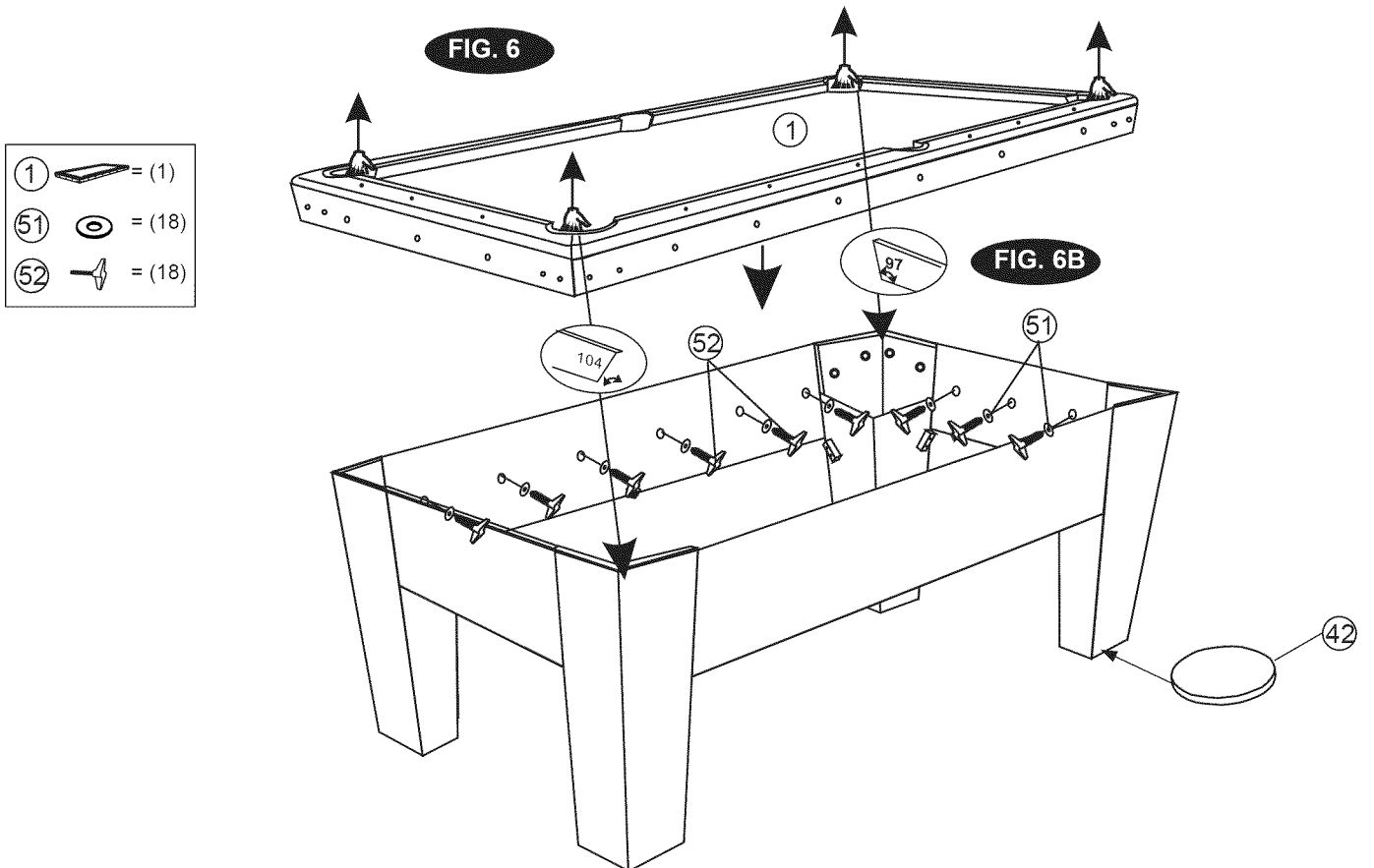
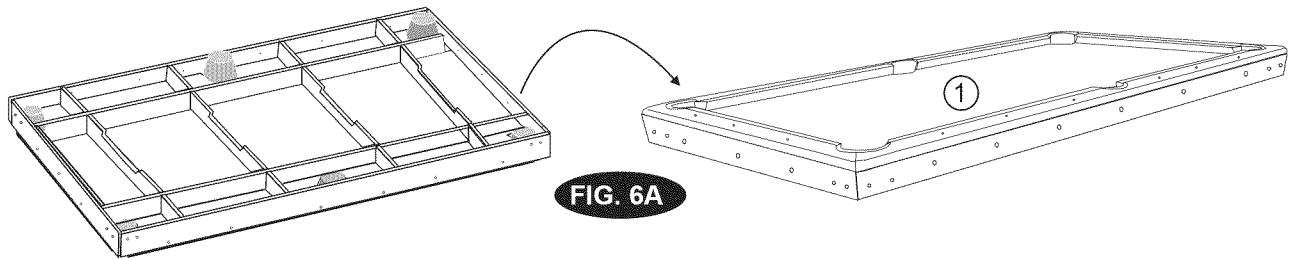
- Attach End Apron (#7) and Side Apron (#8) with Connection Blocks (#14) to between two Legs assembly using eight Bolts (#54) per Leg. See Fig.5A.
- Repeat above steps for the other End Apron (#7).

⑦		= (2)
⑧		= (2)
⑭		= (8)
⑤④		= (32)



**STEP 6:**

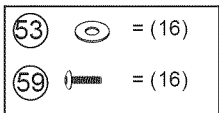
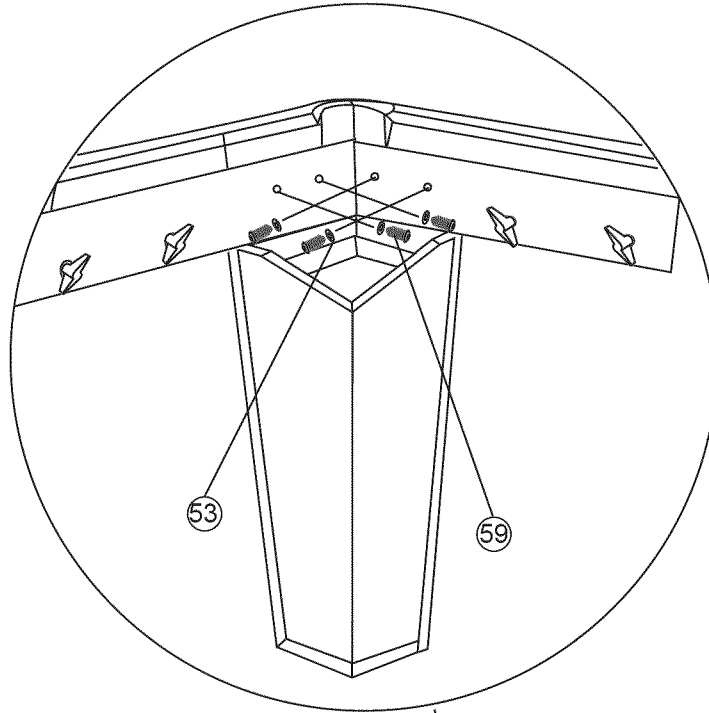
- Using at least three strong adults, reach into the corner pockets to grasp the playfield. Slowly rotate the table over and place onto the leg assembly. **PLEASE NOTE:** Make sure you reach into the pockets to grab the billiard playfield. Then pick up the table. **DO NOT** lift the table by the pockets.
- Place the table (#1) onto the leg assembly.
- From underneath the table, attach the table to the Side Aprons (#8) and End Aprons (#7) using eighteen Bolts (#52) and eighteen Washers (#51). See fig. 6B.
- Insert the Shims (#42) under the Legs to level the table, as needed. **NOTE:** Shims are not recommended to insert if you are playing on a smooth surface.



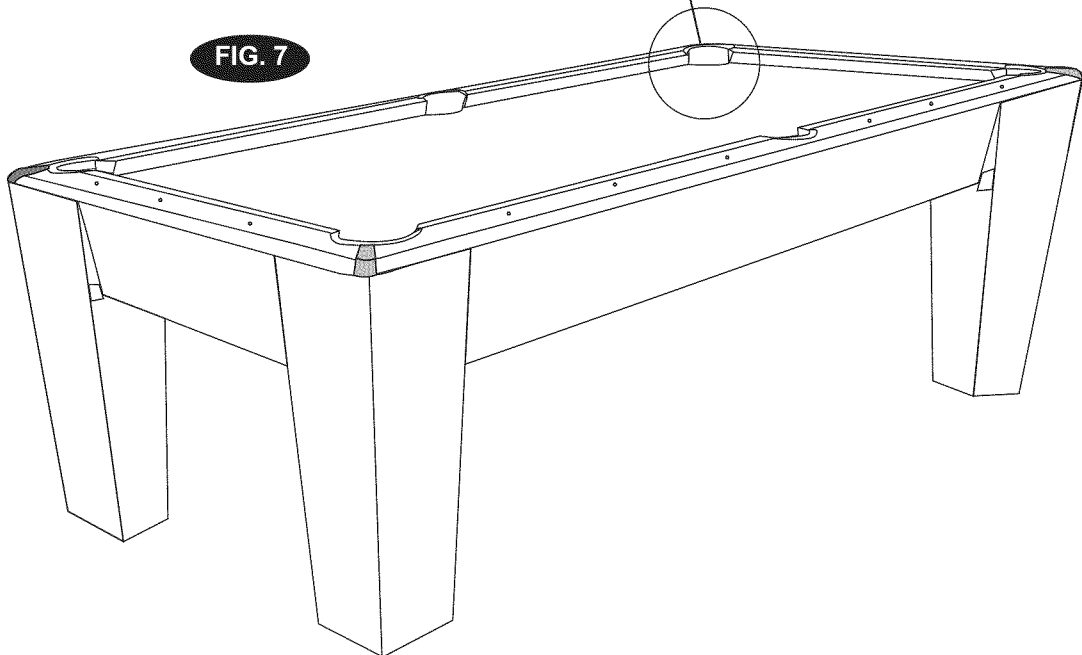
**STEP 7:**

- From underneath the table, attach the table to the legs using four Bolts (#59) and four Washers (#53) per leg. See fig. 7A.

**FIG. 7A**



**FIG. 7**



**STEP 8:**

- Place the Table Tennis Surfaces - A (#20) and B (#19) face down on a clean, flat area.
- Place four Wood Dowels (#48) into the openings on each side of Surface - B (#19). See Figures 8 and 8A.
- If not already pre-installed, attach the Cushion Protectors (#47) to Surface - A (#20). See Fig. 8B.

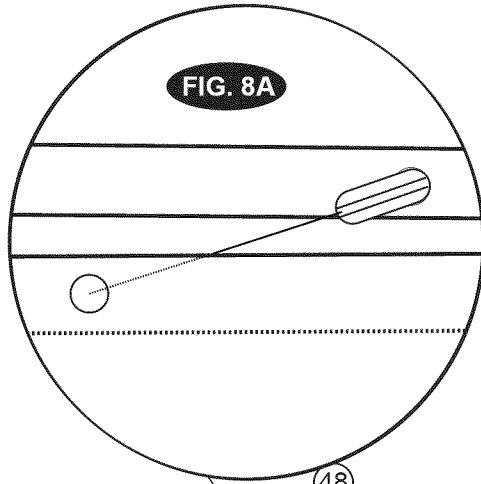
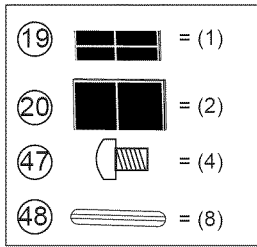
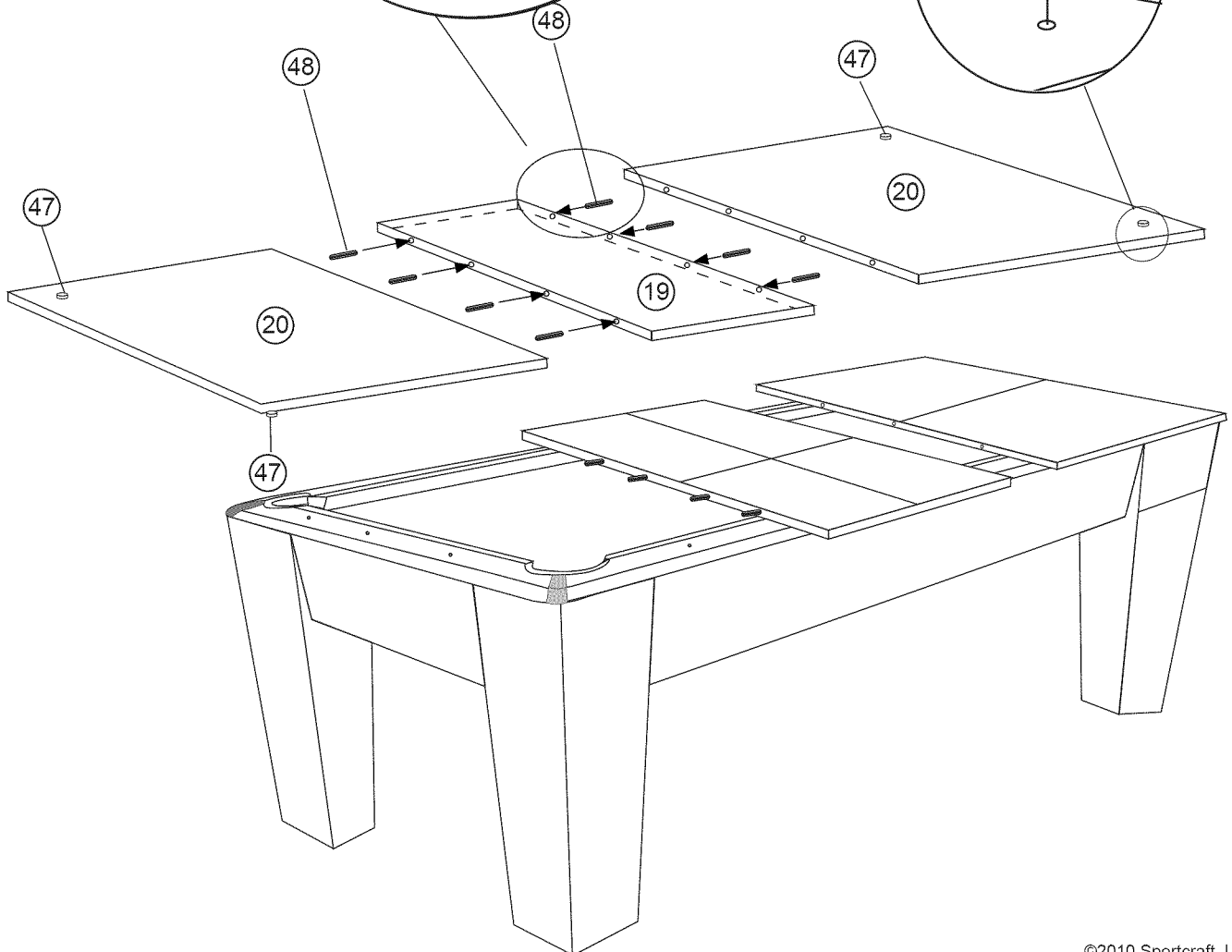
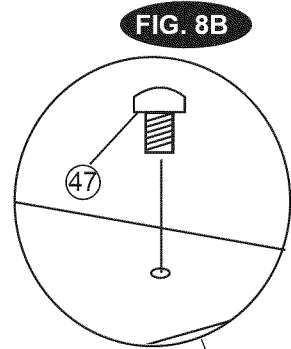


FIG. 8

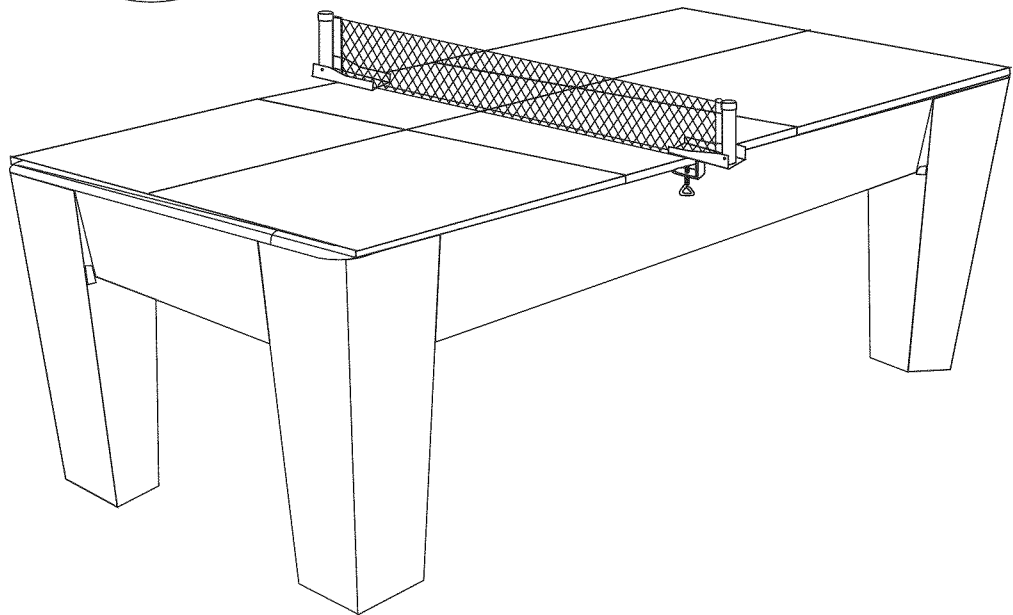
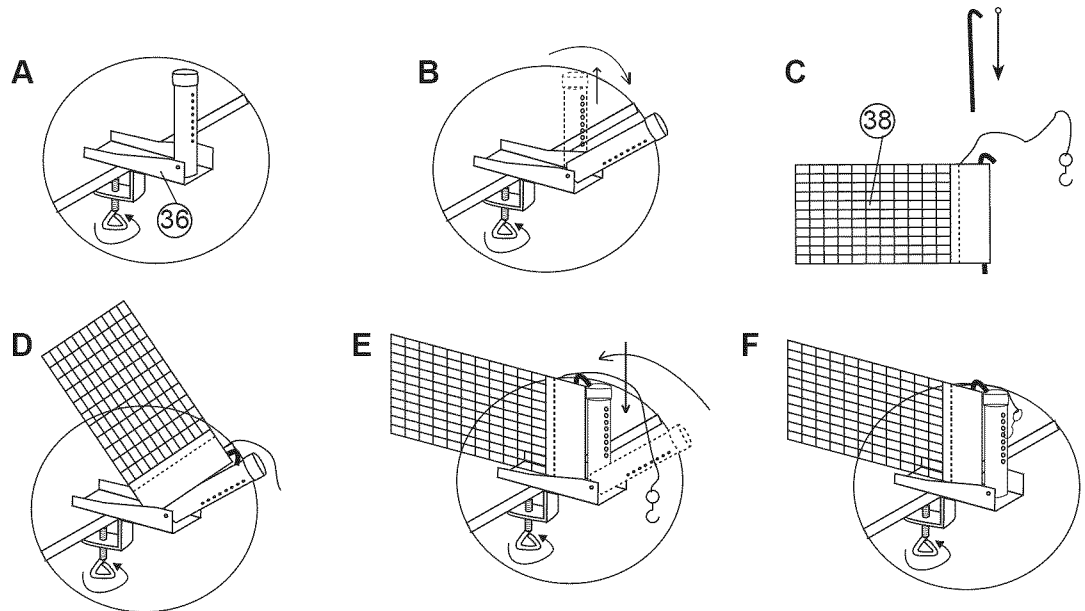
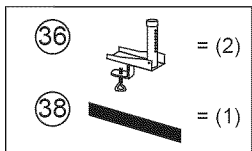


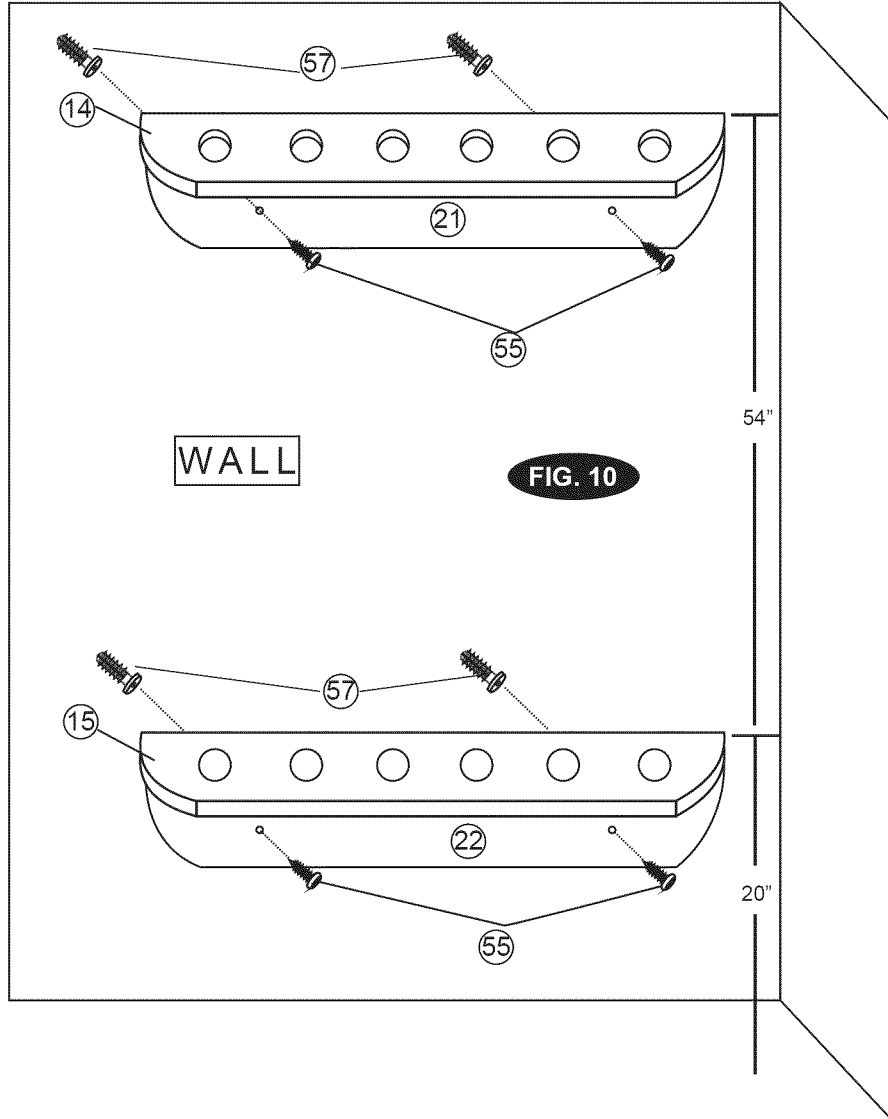
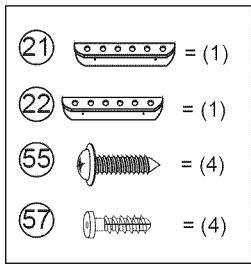


**STEP 9:**

- Assemble the Net (#38) and Posts (#36) per the illustrations.
  - A) Place the Net Post Set (#38) on the sides of the Table Tennis Surface - B (#19).
  - B) Gently pull up on the post and tilt outward.
  - C) Tie the thread of the net onto the small hook and let it hang at the side of the net. Insert the small hooking rod into the sleeve of the net.
  - D) Place the hooking rod into the top hole at the inside of the post.
  - E) Tilt the post inward. Insert the small hook (on the thread) into the top hole at the outside of the post. Push down on the post so that it is back into an upright position.
- Repeat the same for the other post. Move the hook up or down in the hole to adjust the tension. (See F.)

**FIG. 9**





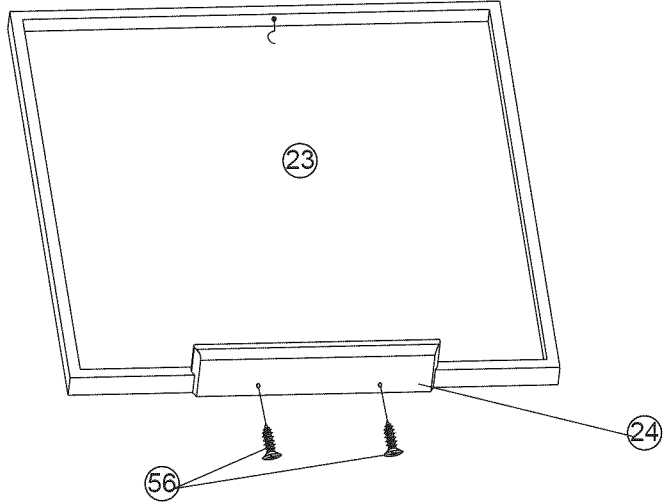
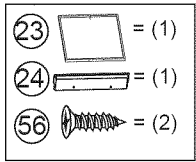
**STEP 10:**

- Determine the desired rack location. Measure 20 inches up from floor. Insert Anchors (#57) into the wall at the required width for Cue Rack B (#22).
- Align Cue Rack B (#22) over the inserted Anchors (#57) and attach to wall using two screws (#55).
- Measure 54 inches up from the top of Cue Rack B (#22) and repeat first two steps to mount Cue Rack A (#21).

**STEP 11:**

- Attach Dartboard Support Board (#24) to the bottom of the underside of the Cabinet (#23) using two Screws (#56).

**FIG. 11**



**STEP 12:**

- Attach Cabinet assembly and Scorer Board (#26) onto the Wall using two Screws (#55) and two Dowels (#57) per Cabinet and Scorer Board. **NOTE:** Correct height for the dartboard is 68 inches from the center of the bullseye to the floor. Adjust the hanging height of the cabinet to achieve the desired dartboard height.
- Hanging the Dart board (#25) to the frame.

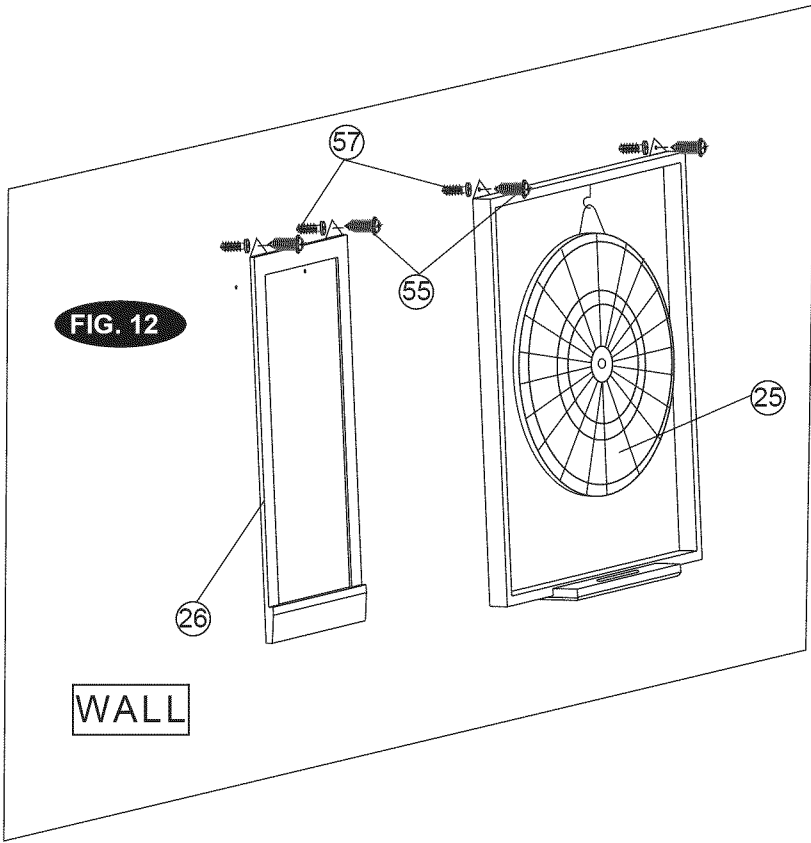
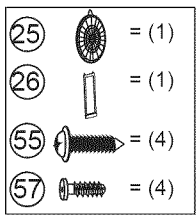


TABLE MAINTENANCE (MANTENIMIENTO DE LA MESA)	
<b>TABLE</b> <i>Mesa</i> <i>Table</i>	Keep your table covered. If there is dust on the playfield or the aprons, use a vacuum or use the brush provided to remove. Do not sit on the table and do not use the table outside.
	<i>Cubra su mesa. Si hay el polvo sobre el campo de juego o los guarniciones, use un vacio o el cepillo proviso para quitarlo. No siéntese sobre la mesa y no utilice la mesa afuera.</i>
	<i>Tenez votre table couverte. S'il y a de la poussière sur l'aire de jeu ou... Ne vous asseyez pas sur la table et ne l'employez pas à l'extérieur. Pour déterminer l'emplacement exact de la mouche de la boule noire, veuillez vous référer à l'illustration no 1.</i>
<b>POCKETS</b> <i>Buchacas</i> <i>Poches</i>	DO NOT lift the table by placing your hands under the pockets, and do not sit, lean or put pressure on the pockets.
	<i>NO levante la mesa por sosteniendo sobre las buchacas y no siéntese, ni inclínese, ni haga presión sobre las buchacas.</i>
	<i>Ne soulevez pas la table en plaçant vos mains sous les poches et ne vous asseyez ni vous penchez ni faites pression sur les poches.</i>
<b>LEGS</b> <i>Piernas</i> <i>Pieds</i>	Check that all the edges fit properly into the grooves of the caps. When moving the table, lift the table off of its legs and place it down squarely on the legs, do not drag the table (and do not lift by the pockets).
	<i>Asegúrese que los pernos de pierna son bien apretados. En moviendo la mesa, levante la mesa de sus piernas y colóquelo abajo directamente sobre las piernas, no arrastre la mesa (y no levante por las buchacas).</i>
	<i>Vérifiez que tous les bords s'ajustent correctement dans les rainures des coins. Lorsque vous devez déplacer la table, la soulever entièrement de ses pieds et la déposer à l'endroit voulu en la remettant sur ses pieds; ne pas traîner la table au sol (et ne pas la soulever par les poches).</i>

**Frequently Asked Questions (FAQs):**

1) **Q:** How can I tell which table rail is the left or right?

**A:** The left and right of a table are determined by the player's starting position. See illustration below.

- 1 = Left
- 2 = Right
- 3 = End

2) **Q:** How do I level my table?

**A:** Place a level in three different locations on the table parallel to the long side of the table (A). Adjust shims (may not be included) under each leg until the level is bubbled in all three locations. See illustration below. Then repeat the same for the short side of the table (B).

- A = long side of table
- B = short side of table

**Preguntas frecuentes (FAQs):**

1) **P:** ¿Cómo puedo determinar cual carrile de mesa es el izquierdo o el derecho?

**R:** El izquierdo y el derecho de una mesa son determinados por la posición de partida del jugador. Ver la ilustración abajo.

- 1 = Izquierdo
- 2 = Derecho
- 3 = Extremo

2) **P:** ¿Cómo nivelo mi mesa?

**R:** Colocar un nivel en tres posiciones diferentes sobre la mesa y paralela al lado largo de la mesa (A). Ajustar cuños (quizás no incluidos) bajo de cada pierna hasta que el nivel sea burbujeado en las tres posiciones. Ver la ilustración debajo. Entonces repetir el mismo sólo paralela al lado corto de la mesa (B).

- A = lado largo de mesa
- B = lado corto de mesa

**Foire Aux Questions (FAQ):**

1) **Q:** Comment pourrais-je détecter si la bande de table est le gauche ou le droit?

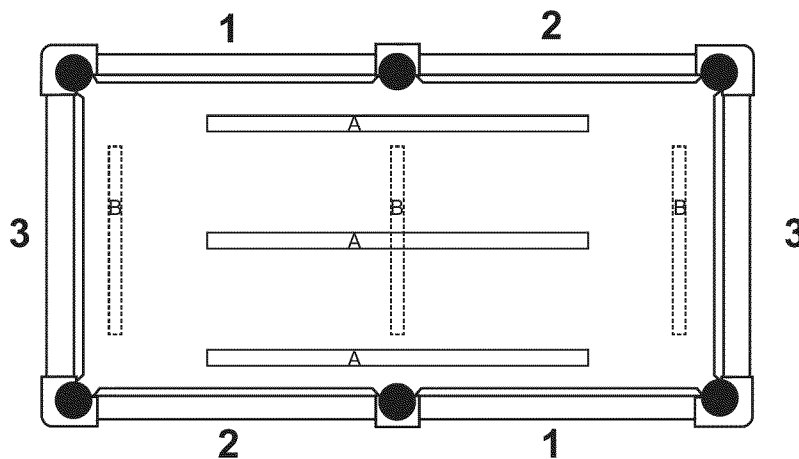
**R:** Le gauche et le droit d'une table sont décidé par la position de départ du joueur. Voir l'illustration ci-dessous.

- 1 = Gauche
- 2 = Droit
- 3 = Extrémité

2) **Q:** Comment savoir si la table est de niveau?

**R:** Placez un niveau à trois endroits différents sur la table, en parallèle avec le côté le plus long de la table (A). Réglez chaque patin niveleur (peut-être non inclus) sous chaque pied jusqu'à ce que la bulle du niveau soit bien centrée aux trois endroits. Consultez l'illustration ci-dessous. Répétez le même processus pour mettre à niveau les côtés courts de la table (B).

- A = côté long de la table
- B = côté court de la table



(Siga a la página siguiente.)

## **BILLIARD RULES - 8 BALL**

### **OBJECT OF THE GAME:**

8 Ball is a simple game enjoyed by players of all skill levels. It is a Called Shot Game, meaning that players must announce their intended shot in advance in order for it to count. In 8 Ball, one player shoots at solid balls (numbers 1 through 7), while the opponent shoots at striped balls (numbers 9 through 15). The player who pockets his or her ball group first and then sinks the 8 ball is the winner.

### **THE BREAK:**

The balls are racked as shown in the illustration. A flip of a coin determines which player gets to break. In subsequent games, the loser of the previous game gets to break. The cue ball must be placed behind the head string and the shooter must either : (a) pocket a ball, or (b) drive four balls to the rails. If the shooter fails to make a legal break, the opponent has the option of accepting the balls in this position or re-racking the balls and shooting the opening break again.

If any balls are pocketed on the break: the shooter stays on the table, however the table is still Open, meaning that the choice of the stripes or solids is not yet determined. The choice of stripes or solids is determined by the first called shot made after the break.

If the 8 ball is pocketed on the break: the shooter stays on the table with the option of spotting the 8 ball and continuing play, or re-racking the balls and breaking again.

If the shooter scratches on the break: if the cue ball is pocketed on the break : (a) all balls pocketed remain pocketed, except the 8 ball which is spotted, (b) the table is open, (c) the opposing player has the cue ball in hand and may place it anywhere behind the head string and shoot at any ball that is not behind the head string.

### **PLAYING THE GAME:**

After the break, regardless of whether any balls were pocketed on the break, the table is Open, with the choice of stripes or solids determined by the next legally pocketed ball.

In the course of play, a shooter must call shot in advance, by indicating the ball to be made and the pocket into which it will be made. It is not necessary to indicate details such as cushions, banks, caroms, etc. Failure to make the shot as called results in a loss of turn. If the shot is made as called, then any other balls pocketed remain pocketed. However, if the called shot is not made and any other balls are pocketed, then the shooter's ball(s) that were pocketed would be spotted and any of the opponent's balls would remain pocketed.

In order to execute a Legal Shot, the first ball hit must be one of the balls in the shooter's group (stripes or solids) and the object ball must be pocketed or the cue ball or any object ball must come into contact with a rail. (Note: It is legal for the shooter to bank the cue ball off a rail before hitting the object ball.)

A player who legally pockets a ball continues play until missing or committing a Foul. Once a player's ball group (stripes or solids) is pocketed, the player may play the 8 ball. Again, the player must clearly indicate the intended pocket, even if it appears obvious. A player who legally pockets all of his ball group and the 8 ball is the winner.

### **FOULS:**

1. Failure to execute a legal shot as defined above.
2. A scratch shot (shooting the cue ball into a pocket or off the table)
3. Moving or touching any ball by means other than legal play.
4. Shooting an intentional jump shot over another ball by scooping the cue stick under the cue ball. A jump shot executed by striking the cue ball above center is legal.
5. Using the 8 ball first in a combination shot when the table is not open.

### **FOUL PENALTY:**

Opposing player gets "cue ball in hand". This means that the player can place the cue ball anywhere on the table (does not have to be behind the head string except on the opening break).

**SPOTTING BALLS:**

Whenever an object is to be spotted, the object ball is spotted on the long string as close to the foot spot as possible.

**LOSS OF GAME:**

- A player committing any of the following infractions loses the game:
1. Fouls when pocketing the 8 ball.
  2. Pockets the 8 ball on the same stroke as the last of his group of balls.
  3. Scratches when the 8 ball is his legal object ball.
  4. Jumps the 8 ball off the table at any time.
  5. Pockets the 8 ball in a pocket other than the one designated.
  6. Pockets the 8 ball when it is not the legal object ball (except on the break).

**BILLIARD RULES - 9 BALL**

**OBJECT OF THE GAME:**

Nine-Ball is a popular game enjoyed by players of all skill levels. In 9 Ball, the shooter must make contact with the lowest numbered ball first. The player who sinks the 9 ball is the winner.

**THE BREAK:**

Balls numbered 1 through 9 are racked in a "diamond" shape with the 1 Ball at the top of the diamond and on the foot spot and the 9 Ball in the center. See the illustration. The cue ball must be placed behind the head string and the shooter must make contact with the 1 Ball first and either: (a) pockets a ball, or (b) drives four balls to the rails. If the shooter fails to make a legal break, the opponent has the option of accepting the balls in this position or re-racking the balls and shooting the opening break again. If the cue ball is scratched on the break, the incoming player may not play a "Push Out" (see PUSH OUT), but places the "cue ball in hand" anywhere on the table.

**PLAYING THE GAME:**

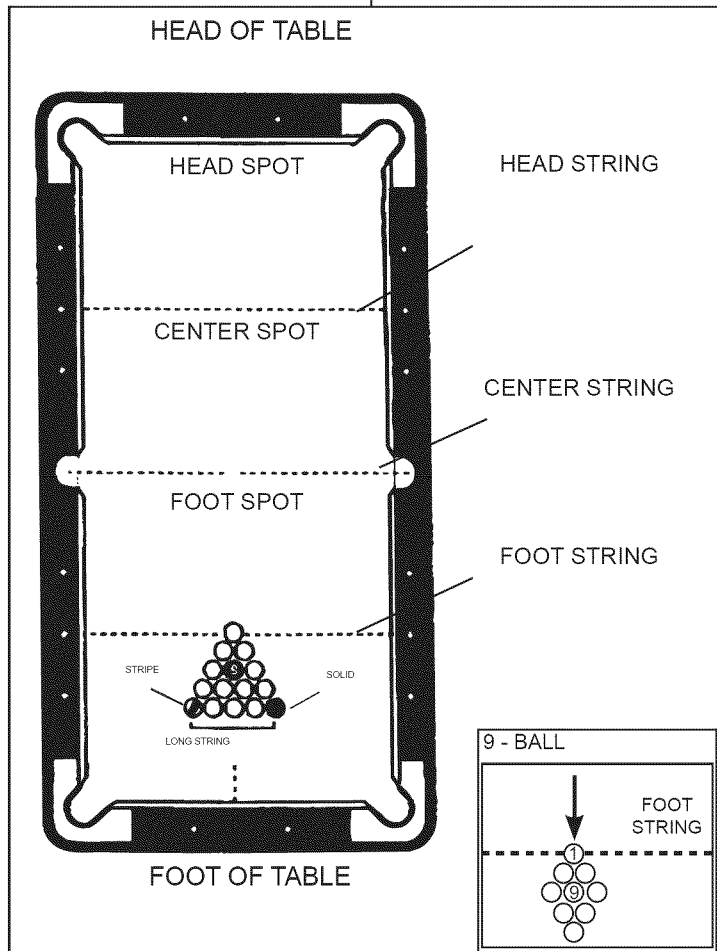
After the break, the next shot may be played as a "Push Out", or, if the breaker pockets one or more balls, he continues to shoot until he misses, fouls, or wins the game. Once a player misses or fouls, the opponent begins to shoot until missing, committing a foul, or winning. The game ends when the 9 Ball is pocketed on a legal shot.

**PUSH OUT:**

The player shooting immediately following a legal break may play a Push Out in an attempt to move the cue ball into a better position. In a Push Out, a ball does not have to make contact with any ball or rail and is not considered a foul unless other foul rules apply. The player must announce the intention of playing a Push Out before the shot, or it is considered normal play. Any ball pocketed on a Push Out does not count and remains pocketed (except the 9 Ball). Following a Push Out, the incoming player: a) must shoot from that position or b) may pass the shot back to the other player.

**FOULS:**

1. Failure to execute a legal shot as defined above.
2. Failure to make first contact with the lowest numbered ball on the table.



3. A scratch shot (shooting the cue ball into a pocket or off the table)
4. Moving or touching any ball by means other than legal play.
5. When the object ball is not pocketed, failure to drive the any ball to a rail after the cue ball has made contact with the object ball.
6. Shooting an intentional jump shot over another ball by scooping the cue stick under the cue ball. A jump shot executed by striking the cue ball above center is legal.
7. Driving any ball off of the table. The object balls are not re-spotted (except the 9 Ball).

**FOUL PENALTY:**

Opposing player gets "cue ball in hand". This means that the player can place the cue ball anywhere on the table. Balls pocketed on the foul are NOT re-spotted (except the 9 Ball). Any player that commits a foul three consecutive times on three successive shots without making a legal shot in between loses the game.

**TABLE TENNIS:**

**DEFINITIONS:**

- 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.
- A "racket hand" is the hand which holds the racket.
- 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 first 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 first 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."

**THE ORDER OF PLAY:** In singles, the server first makes a good service and then the receiver makes a good return. Thereafter, server and receiver alternately make a good return.

In doubles, the server first 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 palm of the free hand, which must be open and flat. The server then projects the ball upwards and strikes it before the ball touches anything. At the moment of impact of the racket on the ball, the ball must be behind the end line of the server's court or any imaginary extension thereof and above the level of the playing surface.

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.

If, in attempting to serve, a player fails to strike the ball while it is in play, he loses a point.

**A GOOD RETURN:** After the ball is served or returned in play, it is struck so that it passes directly over the net and its assembly and touches the opponent's court. A returned ball which touches the net or its supports on the way over to the other side, is considered a good return.

**BALL IS IN PLAY--UNTIL:** The ball is in play from the last moment at which it is stationary on the palm of the server's free hand before being projected in service until:

- a point is scored.
- it touches the same court twice consecutively.

- it has been volleyed.
- it touches a player, or anything he wears or carries, other than his racket or his racket hand below his wrist.
- it touches any object other than the net or its support (referred to above).
- it is struck by a player more than once consecutively.
- it touches, in a doubles service, the left half-court of the server or receiver.
- it is struck, in doubles, by a player out of sequence, except where there has been a genuine error in playing order.

A ball which strikes the top edge of the table is still in play. A ball that strikes the side of the table below the edge, is out of play, so the play and the point are counted against the last striker.

**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 he volleys the ball.
- if he strikes the ball with the side of the racket blade which has an illegal surface.
- 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 is won by the player/team first scoring 21 points unless both players/teams tie the score at 20 points. In this case, the player/team to first score 2 points more than the opposing player/team wins.

**A MATCH:** A match consists of the best of three games or the best of five games. Play is continuous throughout except that any player is entitled to claim an interval of not more than two minutes between successive games of a match.

**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 first, and then the loser has the choice of ends.
- choose an end, and then the loser has the choice to serve or receive first.
- require the loser to make first choice.

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 who started at one end in a game starts at the other end in the next game and so on, until the end of the match. In the last possible game of a match, the players or pairs shall change ends when the first player or pair reaches the score of 10.

**THE CHANGE OF SERVICE:**

In singles, after five points, the receiver becomes the server and so on, until the end of the game or the score 20-20. From the score of 20-20, each player delivers only one service in turn until the end of the game.

**In doubles:**

- the first five 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 five services are delivered by the receiver of the first five



- services and are received by the partner of the first server.
- the third five services are delivered by the partner of the first server and are received by the partner of the first receiver.
- the fourth five services are delivered by the partner of the first receiver and are received by the first server.
- the fifth five services are delivered and received as the first five, and so on until the end of the game, or the score 20-20.
- from the score 20-20 the sequence of serving and receiving are the same, butch 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 10. In a 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.

#### **TIPS AND TECHNIQUES**

*TIP 1:* A proper stance is to align your hand, elbow, shoulder, hip and foot. If you are using right hand, then turn the right side of your body facing the board. Put your weight on your right foot in the front, slightly lean forward, and balance with the left foot. If you are using left hand, then do it vice versa.

*TIP 2:* The throwing motion should be from your elbow out. Keep your body steady and use only your hand, wrist and forearm. Bring your forearm slightly back, and with a fluid motion throw the dart toward the board. Follow through the throw by pointing the index finger at the area that you are aiming.

*TIP 3:* When removing dart from the board, apply a little twist to the right while pulling the dart out will make it easier.

*TIP 4:* Practice, Practice, Practice! Practice makes you a better dart player.

#### **GAME INSTRUCTIONS**

**301:** In this game, each player starts the game with 301 points. At the end of each player's turn, the sum of the three darts thrown is subtracted from the player's score. The player who reaches exactly zero first wins the game.

- a. To start, the player must hit a number in the double's ring or a double Bull's Eye. No scoring will begin until this condition is met. Sometimes this rule is waived so that all darts thrown count from the beginning. This procedure is called "straight start".
- b. To win, the player must hit a number in the double's ring or a double Bull's Eye that reduces the score to exactly zero. If a greater score is thrown than what is required to reduce the remaining score to exactly zero, then the whole throw of all three darts does not count and the score reverts back to the previous score.
- c. Each game is called a "leg". Three (3) legs make a match and the ultimate winner is the player who first wins two (2) legs.
- d. The score of 301 is used mainly for games between two individuals. For team play, the opening score should be increased to 501 or 1001 depending on team size.

**ROUND THE CLOCK:** In this game, the player tries to hit the numbers from 1 to 20 in order. When a number is hit, then the game is advanced for shooting the next number. The player who reaches and hits 20 first is the winner. Doubles and triples are treated the same as a single, being counted as one hit.

**ALL FIVES:** The total score for each throw of 3 darts must be divisible by 5, each multiple of 5 scores 1 point. Each dart in a throw must score. To go out, all 3 darts must be used and score a total which when divided by 5 and added to the previous score exactly makes 51. The player that reaches 51 points first, wins. A score which would give a final score of more than 51 counts as a no-score for that turn and the previous total stands.

**CRICKET:** The game is played with the numbers 15 through 20 and the Bull's Eye. 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 that is equal to the number for the player(s) that have closed that number. However, when a number is closed by all players (ALL CLOSED), that number is then no longer available for accumulating scores. The winner is the one closes all the numbers first and has the highest score. If scores are even, the player who closes all numbers first wins.

At any point during the game, each player can make effort to increase the score or attempt blocking other players from scoring. The strategy can be very different if you choose to play the game with the restriction of closing each number in a specific order.

English

