

WINCHESTER DART CABINET SET ASSEMBLY INSTRUCTIONS




THANK YOU!

Thank you for purchasing this product.

We work around the clock and around the globe to ensure that our products maintain the highest possible quality. However, in the rare instance that your product is defective or missing parts, contact your retailer, or call 800-759-0977, to submit parts requests or warranty claims. Please read the warranty information at the back of these assembly instructions for further details.

**IMPORTANT! PLEASE READ THESE ASSEMBLY INSTRUCTIONS
IN ENTIRETY BEFORE ASSEMBLING YOUR PRODUCT.**

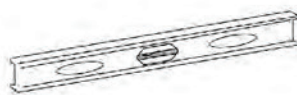
PARTS IDENTIFIER (Not to Scale)

#1  BRISTLE DARTBOARD (1 PC)	#2  1.3" SCREW (32mm - 2 PCS)	#3  2" SCREW (50mm - 4 PCS)	#4  WASHER (15mm - 6 PCS)	#5  PLASTIC ANCHOR (2 PCS)	#6: PRE-ASSEMBLED  TRIANGLE SHAPED BRACKET (2 PCS)
#7: PRE-ASSEMBLED  RUBBER BUMPER (3 PCS)	#8: PRE-ASSEMBLED  BUMPER NAIL (3 PCS)	#9: PRE-ASSEMBLED  DARTBOARD MOUNTING BRACKET (1 PC)	#10: PRE-ASSEMBLED  SMALL MOUNTING BRACKET BOLT (2 PCS)	#11: PRE-ASSEMBLED  SMALL MOUNTING BRACKET NUT (2 PCS)	#11: PRE-ASSEMBLED  DARTBOARD MOUNTING SCREW (1 PC)

Additional equipment required:



STUD FINDER



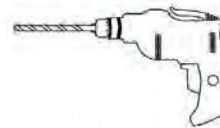
LEVEL



PHILLIPS SCREWDRIVER



ELECTRIC SCREWDRIVER



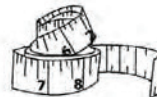
ELECTRIC DRILL and DRILL BIT



HAMMER



MARKING PENCIL



TAPE MEASURE

Electric Screwdrivers may be helpful during assembly; however, please set a low torque and use extreme caution because screws may be stripped or overtightened if the electric screwdriver's torque is set too high.

Some figures or drawings may not look exactly like your product. Please read and understand the text before beginning each assembly step.

Please see Parts List at end of manual for Part Numbers when ordering parts. For replacement parts please call 800-759-0977.

WARNINGS!

READ AND FOLLOW ALL ASSEMBLY, INSTALLATION, AND SAFETY INSTRUCTIONS CAREFULLY. AT LEAST TWO ADULTS ARE NEEDED FOR THE INSTALLATION OF THIS CABINET.

DARTS ARE NOT A TOY FOR USE BY CHILDREN. THEY MAY CAUSE SERIOUS OR FATAL INJURY. KEEP OUT OF REACH OF CHILDREN. DO NOT USE WHEN ANY PERSON OR ANIMAL IS IN THE VICINITY OF THE INTENDED FLIGHT PATH OF THE DART OR TARGET AREA.

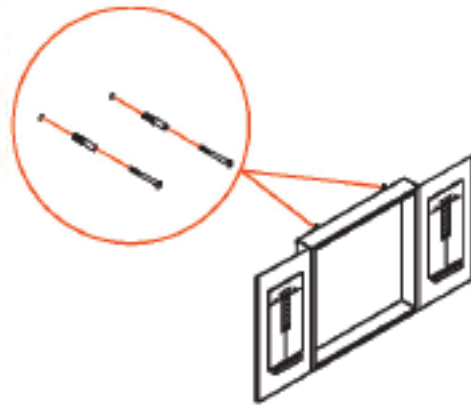
DARTBOARD INSTALLATION INSTRUCTIONS

Cabinet Mounting Hardware for mason, concrete, or brick walls is not included. Please purchase the necessary hardware from your local hardware store, and be sure to tell the hardware person the exact type of wall to which you are mounting the cabinet. Ask them to provide hardware that will support up to 60 pounds of weight. It is very important to use correct hardware for your particular wall in order to avoid injury or damage. The following instructions concern mounting your Dartboard Cabinet to a standard drywall or plaster wall with wood studs. There are two options for attaching your Dartboard Cabinet to a standard drywall or plaster wall.

OPTION 1:

Step 1: Two Triangle Shaped Brackets (#6) have been mounted to the top of your Dartboard Cabinet approximately 16 inches apart (same distance as wall studs). Have someone hold the Cabinet (without the Bristle Dartboard (#1)) to the desired place and height (distance from bull's eye to the ground should measure 5 feet 8 inches) on your wall, and use a pencil to mark the places that the holes will be drilled into the wall. It is critical that the holes be drilled deep enough to ensure the Plastic Anchors (#5) is flush with the wall.

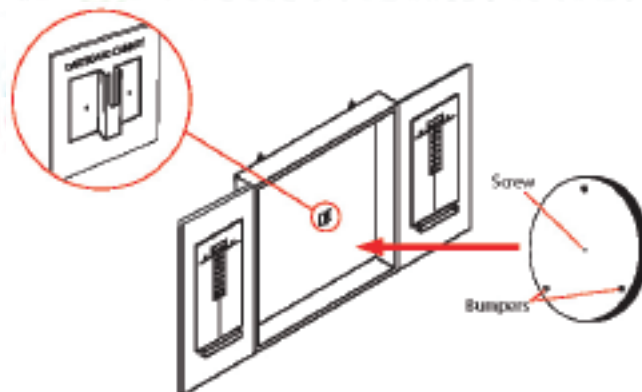
Figure 1



Step 2: Select a drill bit that is roughly the same diameter as the Plastic Anchors (#5) included in the hardware package. Once the holes have been drilled, use a hammer and tap the Plastic Anchors (#5) into the hole. Once the Plastic Anchors (#5) have been inserted, you may screw the 1.3" Screws (#2) into them.

Step 3: Once both 1.3" Screws (#2) have been inserted into the wall, hang the Cabinet (without the Bristle Dartboard (#1)) using the Triangle Shaped Brackets (#6) onto the wall. Next, hang the Bristle Dartboard (#1) onto the Dartboard Mounting Bracket (#9) that is pre-installed on the inside of the Cabinet.

Figure 2

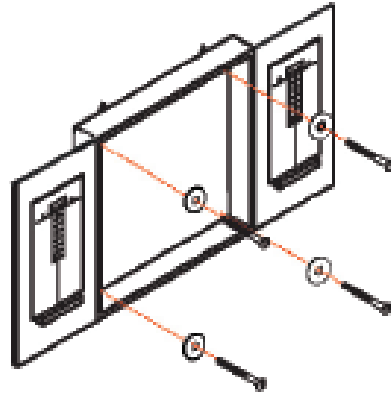


You are now ready to play!

OPTION 2:

Step 1: Four holes have been pre-drilled inside the Dartboard Cabinet, approximately 16 inches apart. Have someone hold the Cabinet (without the **Bristle Dartboard (#1)**) to the desired place and height (distance from bull's eye to the ground should measure 5 feet 8 inches) on your wall, and use a pencil to mark the places where the **2" Screws (#3)** will be drilled into the wall. Remove the Cabinet from the wall and double-check the pencil marks to ensure that the holes will be drilled into the wood studs.

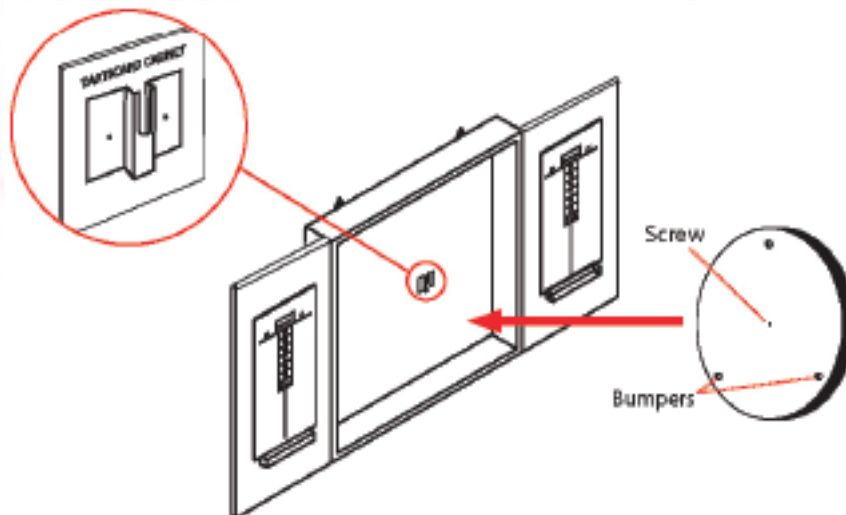
Figure 3



Step 2: Once you are certain the marks are at the proper height and they are located at the wood studs, have someone hold the Dartboard Cabinet (without the **Bristle Dartboard (#1)**) against the wall. Make sure that the four holes in the Cabinet are lined up with your previous pencil marks. Now use an electric screwdriver to screw the **2" Screws (#3)** with **Washers (#4)** directly into the wall making sure to drill into the wood studs.

Step 3: Once the Cabinet is securely fastened to the wall, you may hang the **Bristle Dartboard (#1)** onto the **Dartboard Mounting Bracket (#9)** that is pre-installed on the inside of the cabinet. To do this, slip the screw that is on the back center of the **Bristle Dartboard (#1)** into the opening of the **Dartboard Mounting Bracket (#9)**.

Figure 4



You are now ready to play!

General Rules of Darts

There are many different types of dart games. Two of the most popular are "Cricket" and "01". There are numerous versions of "01", like 301, 501, 601, 801, etc. No matter which variation of the game you decide to play, the basic rules of darts remain the same. The following information includes overview of dart rules, some fundamentals, and a few tips to keep your game on target.

Players

Darts is played between two people or two teams. All players are allowed up to nine pre-game throws to warm up before the game begins. To determine who starts the game, each person (or one person from each team) throws a dart. The one closest to the bulls eye gets the first turn.

Throw Line

Players cannot let their feet cross the throw line. Should a foot go over the line during a throw the points will not count. This throw cannot be redone.

Throws

Each player throws three darts in a turn. The dart must stay on the board for at least five seconds after the last dart is thrown in order for the point to be counted. If a dart falls to the floor or sticks to another dart on the board, the points will not be counted.

Scoring

For darts that stay on the board, points are assigned based upon the ring in which it rests. The rings and their corresponding points are as follows:

The Wedge (Outer Ring) — Points equal the number that is indicated in the ring on the board.

Double Ring (The Outer, Narrow Ring) — Any number the dart hits is multiplied by 2.

Triple Ring (The Inner, Narrow ring) — Any number the dart hits is multiplied by 3.

Bull's Eye (The Outer Bull's Eye) — 25 Points.

Double Bull's Eye (The Inner Bull's Eye) — 50 Points.

Dart Throwing Tips

With darts, it's all about the throw. Here are some basic tips to help you hit the bulls eye.

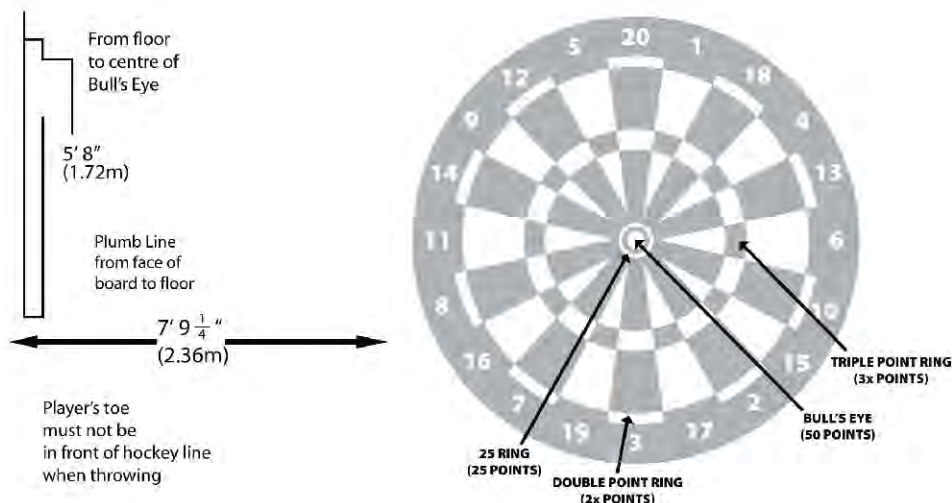
Stance — Posture is critical in getting an even and steady throw to your target. Resist lunging forward or even lifting a foot off the ground. Try to maintain a balanced and steady stance, keeping the throw isolated to the forearm, wrist and fingers.

Throw — Try not to throw your darts. Rather, place the dart right where you want it with a smooth and steady toss that follows all the way through to the target. Keep the dart level and avoid spin as you release to create the most efficient flight to the dart board.

Standard Straight 501:

1. Each Player (or Team) will be starting with 501(301 or 1001 depending on size of teams).
2. To win the Player (or Team) will need to reduce their points to 0.
3. The last dart in the *Leg must either hit a double or the inner section of the Bull's Eye and must reduce the score to exactly 0. Successfully doing so results in "Doubling Out" or "Checking Out".
4. Having a dart thrown that would result in a score less than zero will not count! The Player's current score will be reset to the previous turn.
5. For the purposes of Rule 3, "Bull's-Eye" counts as double 25.

***Leg:** Each game is called a Leg. 3 Legs make a Match and the winner is the player who wins 2 of 3 legs. These can be varied.



180-DAY LIMITED WARRANTY

This product is warranted to the original purchaser to be free from defects in material or workmanship for a period of 180 days from the date of the original retail purchase.

This warranty does not cover defects or damage due to improper installation, alteration, accident or any other event beyond the control of the manufacturer. Defects or damage resulting from misuse, abuse or negligence will void this warranty. This warranty does not cover scratching or damage that may result from normal usage.

This product is not intended for institutional or commercial use; the manufacturer does not assume any liability for such use. Institutional or commercial use will void this warranty.

This warranty is nontransferable and is expressly limited to the repair or replacement of the defective product. During the warranty period, the manufacturer shall repair or replace defective parts at no cost to the purchaser. Shipping charges and insurance are not covered and are the responsibility of the purchaser. Labor charges and related expenses for removal, installation or replacement of the product or components are not covered under this warranty.

The manufacturer reserves the right to make substitutions to warranty claims if parts are unavailable or obsolete.

The manufacturer shall not be liable for loss of use of the product or other consequential or incidental costs, expenses or damages incurred by the consumer of any other use. The user assumes all risk of injury resulting from the use of this product.

This warranty is expressly in lieu of all other warranties, expressed or implied, including warranties of merchantability or fitness for use to the extent permitted by Federal or state law. Neither the manufacturer nor any of its representatives assumes any other liability in connection with this product.

All warranty claims must be made through the retailer where the product was originally purchased. A purchase receipt or other proof of date of purchase will be required to process all warranty claims. The model number and part numbers found within the assembly instructions will be required when submitting any parts requests or warranty claims.

For further warranty information or inquiries, please call 800-759-0977

DARTBOARD CABINET SET- NG1044








Parts List



PARTS

#1 NGP5610  DARTBOARD	#6 NGP5611  TRIANGLE SHAPED BRACKET	#7 NGP5612  RUBBER BUMPER	#9 NGP5613  MOUNTING BRACKET	#10 NGP5615  DARTS - AMERICAN FLAG SINGLE	#11 NGP5616  DARTS - BRITISH FLAG SINGLE
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HARDWARE PACK - NGP5614

#2  1.3" SCREW	#3  2" SCREW	#4  WASHER	#5  PLASTIC ANCHOR	#8  BUMPER NAIL	#10  SMALL MOUNTING BRACKET BOLT	#11  DARTBOARD MOUNTING SCREW
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ADDITIONAL EQUIPMENT REQUIRED:



PHILLIPS HEAD SCREWDRIVER