Bristle Dartboard Cabinet Set   Model BUS125

Setup / Mounting Instructions

Choose a location to hang the dartboard where there is about 10 feet of open space in front of the board. The "toe-line" should be 7' 9 1/4" from the face of the dartboard

Dartboard Mounting Instructions

1. Attach Mounting Bracket to the cabinet   Bracket should be positioned inside of the wood cabinet with open end of groove facing up. Align holes in bracket to the holes inside the middle of the cabinet. Slide the two screws through the back of the cabinet through the bracket holes so that the screws tips point towards the inside of the cabinet. Tighten the nuts and washer around the screws inside the cabinet to secure the mounting bracket.
2. Using the small nails provided, attach the three rubber bumpers to the back of the dartboard. There will be guide holes to assist you with the location of the bumpers.
3. Drive the 1" wood screw into the middle of the dartboard so that ¼" of the screw is visible. *Note: this screw should not protrude further out from the dartboard than the rubber bumpers.* Lay cabinet flat and position the middle dartboard screw onto the mounting bracket. Readjust if necessary for tight flush fit.

Cabinet Mounting Instructions

Locate a solid wood beam and place a mark on the wall 76" high from the floor.   Measure 16" across from your first mark and place your second mark. These will be the marks used to mount the top of the wood cabinet to the wall.   Line up the top holes inside the cabinet with the marks you've made and secure with 2 screws.   After the cabinet is secure, insert two screws into the bottom two holes inside the cabinet and tighten the cabinet to the wall. If you are unable to locate two wood beams to mount your cabinet, you will need to purchase drywall anchors from your local hardware store.
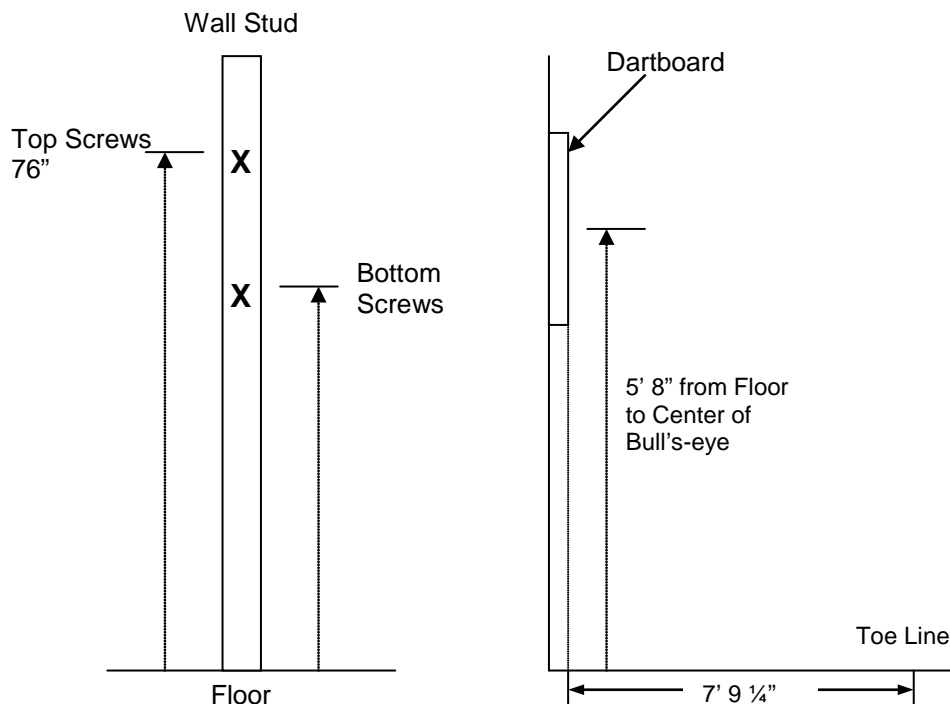After the cabinet is installed, the bull's-eye height should be 5'8" from the floor.

Mounting Bracket   **Back of Dartboard**
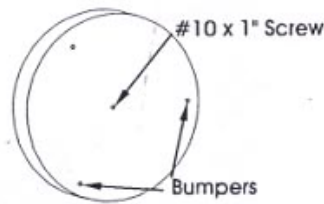
DARTBOARD SET-UP DIAGRAM FOR CABINET ONLY

POPULAR DART GAMES

301 - 901

This popular tournament and pub game is played by subtracting each dart from the starting number **(301)** until the player reaches exactly 0 (zero). (You can start the game with any point total you wish ranging 301-901) If a player goes past zero it is considered a "*Bust*" and the score returns to where it was at the start of that round. For example, if a player needs a 32 to finish the game and he/she hits a 20, 8, and 10 (totals 38), the score goes back to 32 for the next round.

In playing the game, the double in / double out rules can be used.

- **Double In** - A double must be hit before points are subtracted from the total. In other words, a player's scoring does not begin until a double is hit.

- **Double Out** - A double must be hit to end the game. This means that an even number is necessary to finish the game.

- **Double In and Double Out** - A double is required to start and end scoring of the game by each player.

CRICKET

Cricket is a strategic game for accomplished players and beginners alike. Players throw for numbers best suited for them and can force opponents to throw for numbers not as suitable for them. The object of Cricket is to "close" all of the appropriate numbers before one's opponent while racking up the highest number of points.

Only the numbers 15 through 20 and the inner/outer bull's-eye are used. Each player must hit a number 3 times to "open" that segment for scoring A player is then awarded the number of points of the "open" segment each time he/she throws a dart that lands in that segment, provided their opponent has not closed that segment. Hitting the double ring counts as two hits, and the triple ring counts as 3 hits.

Numbers can be opened or closed in any order. A number is "closed" when the other player(s) hit the open segment 3 times. Once a number has been "closed", any player for the remainder of the game can no longer score on it.

Winning - The side closing all the numbers first and accumulating the highest point total is the winner. If a player "closes" all numbers first but is behind in points, he/she must continue to score on the "open" numbers. If the player does not make up the point deficit before the opposing player(s) "closes" all the numbers, the opposing side wins. Play continues until all segments are closed - the winner is the player with the highest score.

Part List

Description	Part#	Price
Mount Bracket Kit	**RPMBRACKETCAB**	**$2.95**
6 pack of Steel tip darts	**RP6STLDARTS**	**$8.95**
Dry Eraser Pen	**RPDRYPEN**	**$2.95**

WARNING: Darts are not a children's' toy and may cause injury**.** Adult supervision is recommended

Customer Service   1.800.399.4402

FAX: 215.283.9573

Please have your model number ready when calling.

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For any warranty issues or problems,
DO NOT RETURN THIS PRODUCT TO THE STORE WHERE PURCHASED

WARRANTY: This dartboard is guaranteed against defects in materials and workmanship for 90 days. (Note: flights, shafts and points wear out and/or break as a normal part of play; this is not a defect and is not covered under the guarantee.) This guarantee is void if merchandise is misused, abused, neglected, shopworn, scratched or if you cannot provide a valid proof of purchase.