

# ASSEMBLY INSTRUCTIONS AND RULES

## Playcraft

### BUMPER POOL



Model: Hartford Slate



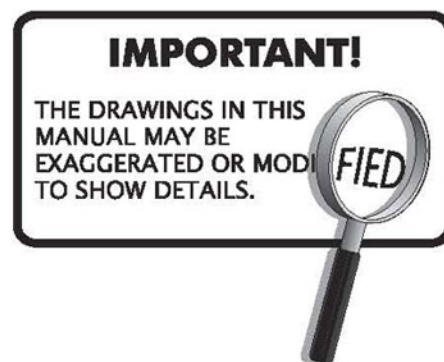
## IMPORTANT NOTICE!

Please read through this instruction manual to familiarize yourself with all parts and assembly steps. Kindly refer to the parts identifier and be sure that all parts have been included

Should you require product support, please contact us toll free at (888) 367 3095 or via email at [support@playcraft.com](mailto:support@playcraft.com)

Your Model Number :Hartford Slate

*IMPORTANT! READ THIS MANUAL ALL THE WAY THROUGH BEFORE BEGINNING TO PUT YOUR GAME TABLE TOGETHER! THEN READ EACH STEP BEFORE STARTING THAT STEP.*



## AT LEAST TWO ADULTS ARE REQUIRED TO ASSEMBLE THIS GAME TABLE

Wrench Included with the Hardware Kit

Phillips Screwdriver – Not Included

An electric screwdriver can be helpful in assembly. Please set at low torque and use extreme caution with an electric screwdriver because you could over tighten the hardware and strip the screws.

### Assembly Tips

Make sure you understand the following tips before you begin to assemble your game table.

1. When installing parts that have more than one bolt, start **ALL** the bolts in that part by hand before tightening anything.
2. Some drawings or images in this manual may not look exactly like your product. Please read and understand the text before starting each assembly step.

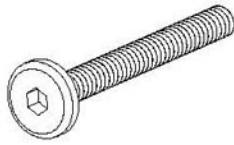


### **WARNING:**

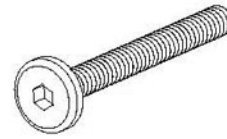
**READ AND FOLLOW ALL ASSEMBLY, OPERATION, AND SAFETY INSTRUCTIONS CAREFULLY. AT LEAST TWO ADULTS ARE NEEDED TO PUT THIS GAME TABLE TOGETHER.**

# PARTS IDENTIFIER

(Not to Scale)



**H1: 5/16" Bolt (12)**



**H2: 1/4" Bolt (16)**

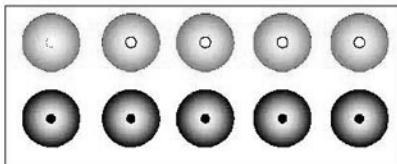


**H3: 5/16" Washer (12)**

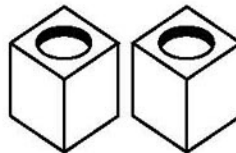


**H4: 1/4" Washer (16)**

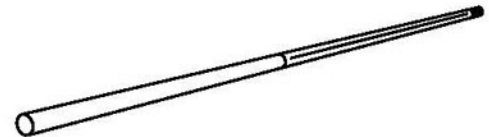
## ACCESSORIES



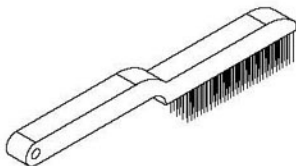
**A1: Bumper Ball Set (1)**



**A2: Chalk (2)**



**A3: Cue (2)**



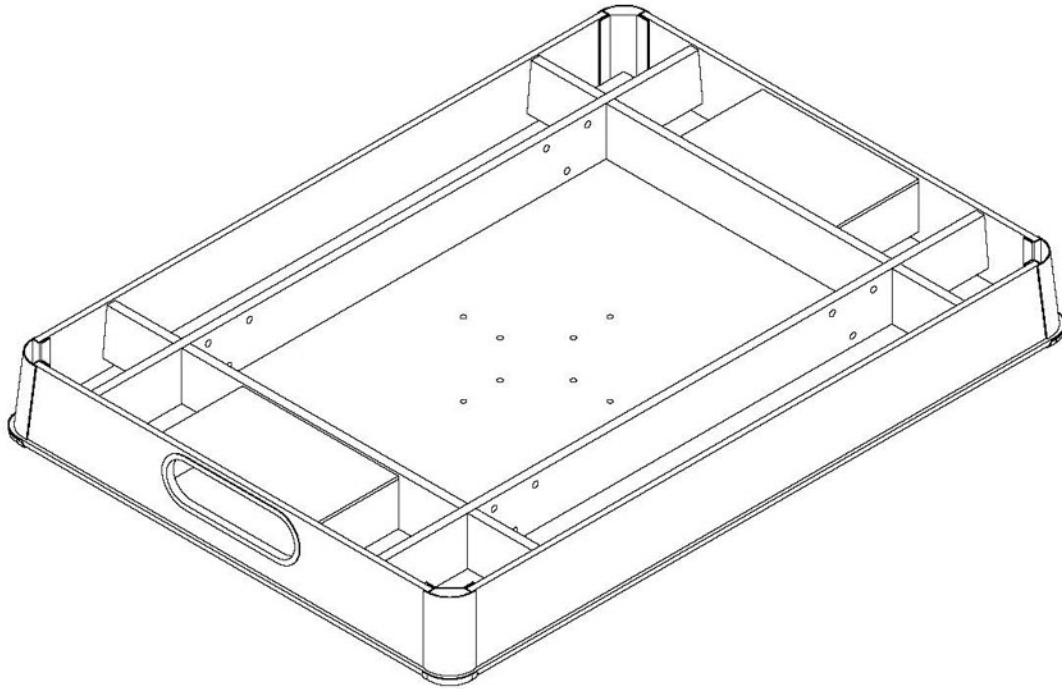
**A4: Brush (1)**



**A5: Allen Wrench (2)**

# PARTS IDENTIFIER

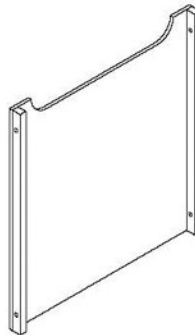
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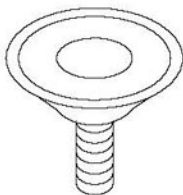
**P1: Bumper Pool(1)**



**P2: Leg (4)**

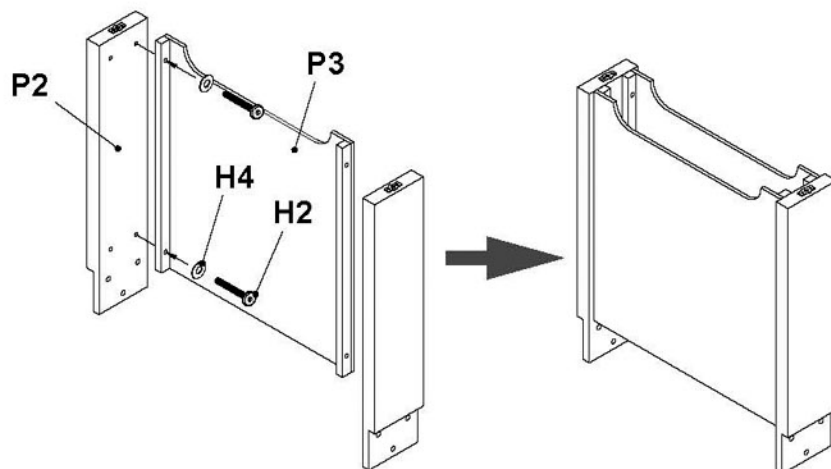


**P3: Leg Panel (4)**



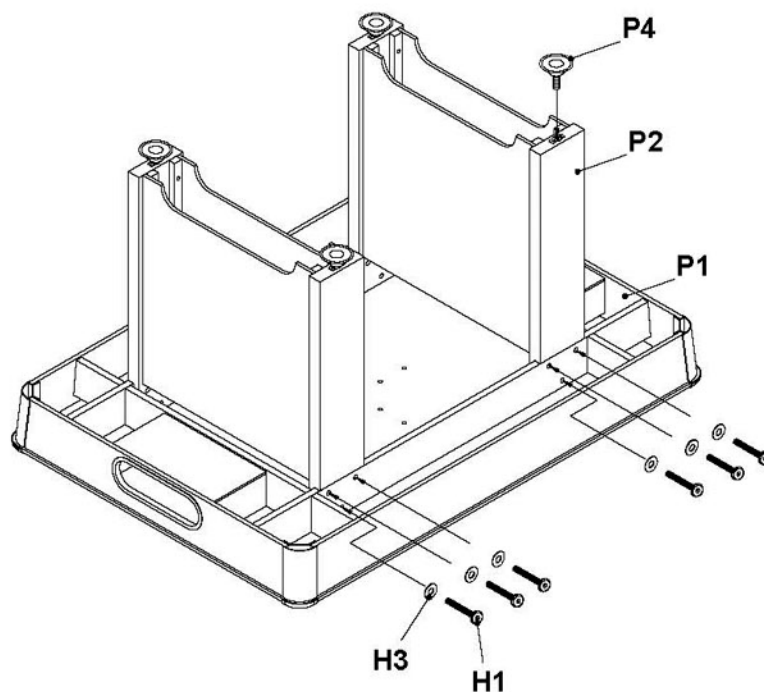
**P4: Leg Leveler (4)**

1. Find a clean, level place to begin the assembly of your bumper pool. We recommend building the table on the box top to protect the parts during assembly.
2. Assemble the leg **P2** and leg panels **P3** using 1/4" bolts **H2** and 1/4" washers **H4** as shown.



**Figure 1**

3. Attach the two now completed leg assemblies to the bumper pool **P1** using 5/16" bolts **H1** and 5/16" washers **H3** as shown .
4. Screw leg levelers P4 into the bottom of the legs P2 as shown.



**Figure 2**





## **WARNING:**

**THIS STEP REQUIRES TWO OR MORE ADULTS.**

Rotate the table to its upright position, being careful to avoid using the legs for leverage

Place the table in its final location. Using a carpenter's level, level the table by tuning the leg levelers P4. Start by adjusting the lowest corner first and then work your way around the table.

## **CARE AND USE OF YOUR TABLE**

1. Use the table brush provided to clean the cloth on the table.
2. You may use a vacuum cleaner with a brush attachment to clean the cloth should it become necessary.
3. DO NOT sit, climb or lean on the table.
4. DO NOT drag the table when moving it. This will damage the legs

# PRODUCT PARTS LIST

Mode #Bumper Pool 5'

Part#	Description	Q'ty
H1	5/16"Bolt	12
H2	1/4"Bolt	16
H3	5/16Washer	12
H4	1/4Washer	16
P1	Bumper Pool	1
P2	Leg	4
P3	Leg Panel	4
P4	Leg Leveler	4
A1	Bumper Ball set	1
A2	Chalk	2
A3	Cue Stick	2
A4	Brush	1
A5	Tool	2

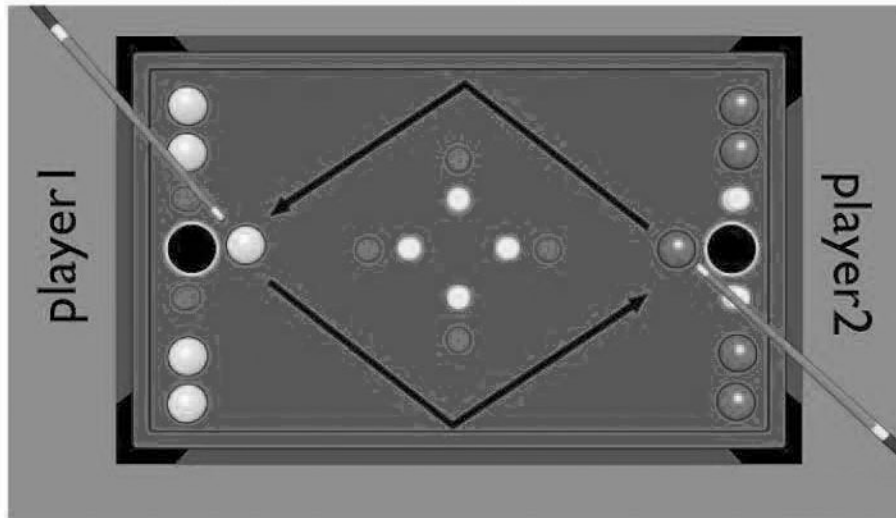
Thank you for choosing PLAYCRAFT!



# RULES FOR BUMPER POOL

## -EASY TO PLAY-

1. Two (singles) or Four (partners) play.
2. 5 Red Balls for one side - 5 White Balls for other side.
3. Set up balls as shown in the image below - Note! Place specially marked balls (one for each side) in front of holes



### **FIRST PLAY:**

Both players shoot marked balls simultaneously. The balls must be banked off the cushion to the player's right. If both of the players' score repeat simultaneous shots the next ball to left of the hole.

### **SUBSEQUENT PLAY:**

The player nearest his color hole shoots FIRST.

The player must sink the marked ball FIRST before shooting any unmarked ball.  
The player continues to shoot until he misses the hole.

The player may knock away opponent's ball with a marked ball.

NOTE! Players may use their balls to block or knock away the opponent's ball after the marked ball is made.

### **WINNER:**

The player or team to sink all five balls (see exceptions below).

### **PENALTIES:**

- |   |   |
|---|---|
| If a ball leaves the table:                             | Place in center of the rebounds                   |
| If a player sinks the opponent's ball:                  | NO penalty. The ball will count for the opponent. |
| If a player sinks their ball in the opponent's hole:    | The opponent drops two balls in a hole (by hand). |
| If a player sinks ball other than marked ball first:    | Opponent drops two balls in the hole (by hand).   |
| If a player sinks his last ball in the opponent's hole: | Opponent WINS the game.                           |