

ASSEMBLY INSTRUCTIONS



THIS IS NOT A TOY
To be used under adult supervision only

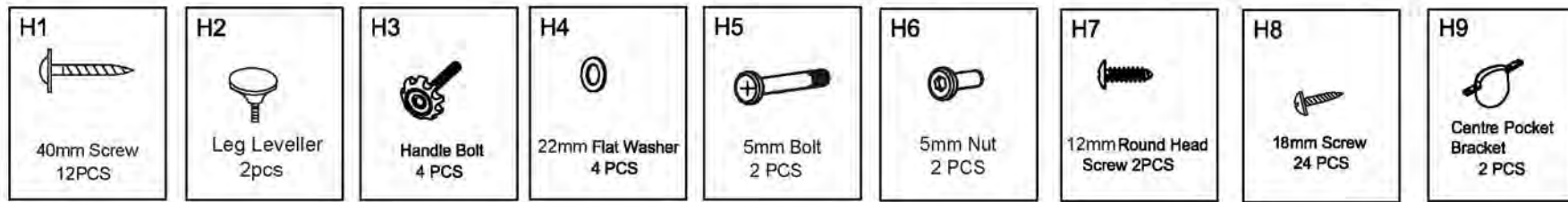
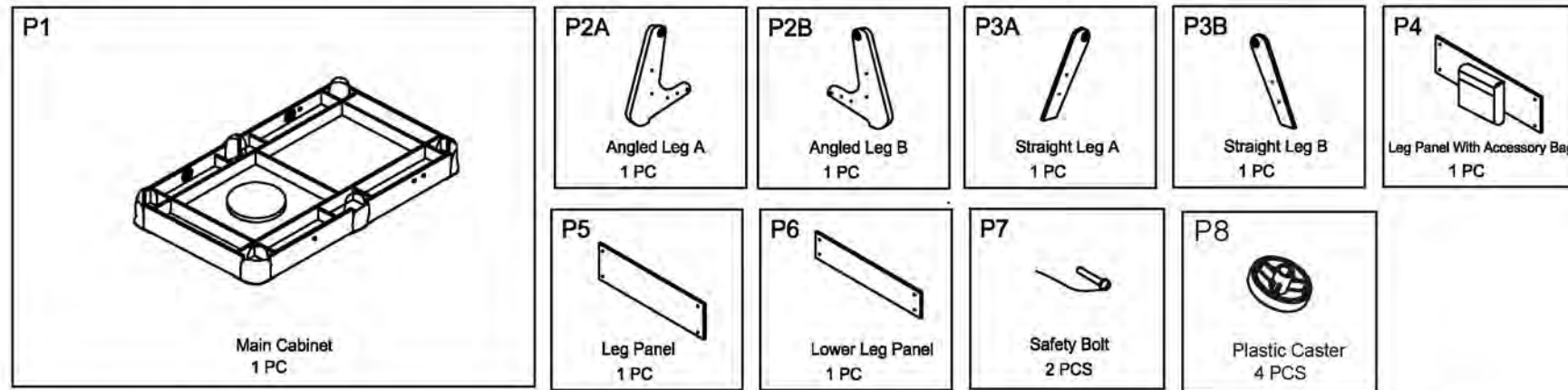
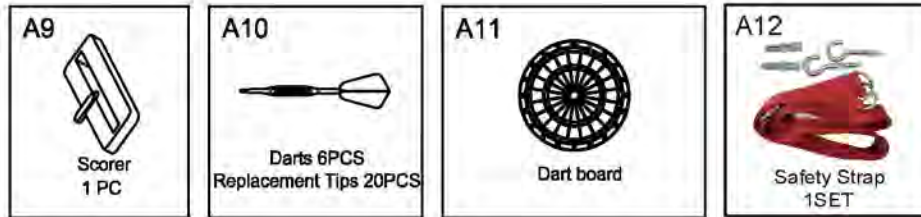
RILEY™

RILEY 6' FOLDING SNOOKER TABLE WITH DARTBOARD

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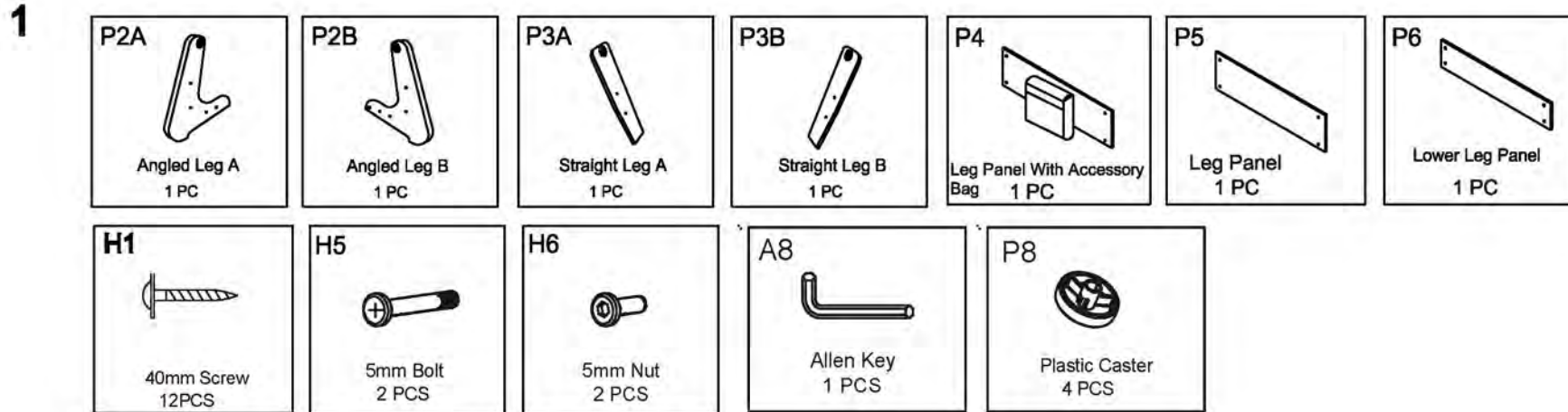
Model Name: RILEY 6' folding snooker table with dartboard

Model Number:FS-6DB



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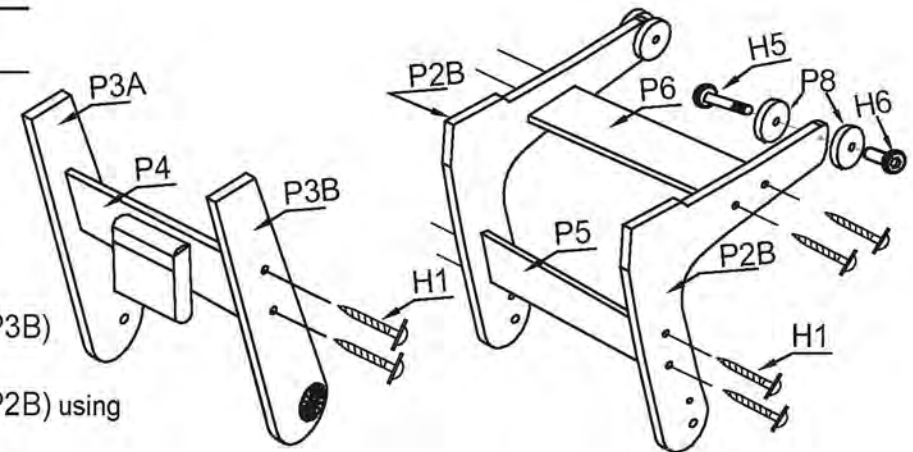
ASSEMBLY INSTRUCTIONS

POOL TABLE ASSEMBLY

WARNING:TWO ADULTS NEEDED TO ASSEMBLE POOL TABLE

Find a clean, level place to begin the assembly of your pool table.
We recommend assembling the table on the box top to protect the parts during assembly.

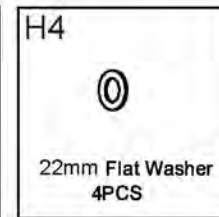
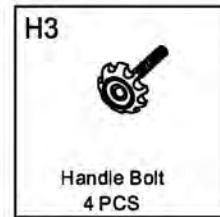
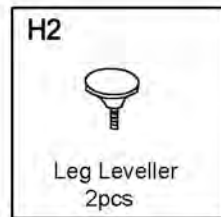
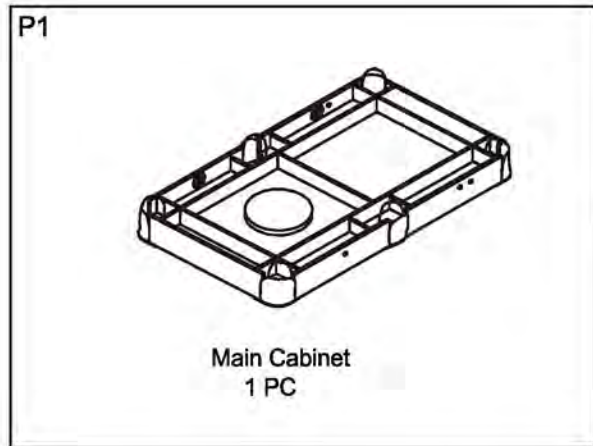
1. Insert the Leg Panel with Accessory Bag (P4) between Straight Leg(right and left) (P3A,P3B) using 40mm Screw (H1) as shown
2. Insert Leg Panel (P5) & Lower Leg Panel (P6) between Angled Leg(right and left) (P2A,P2B) using 40mm Screw (H1) as shown
3. Connect Plastic Caster (P8) through pre-drilled hole with 5mm Bolt (H5) & 6mm Nut (H6)



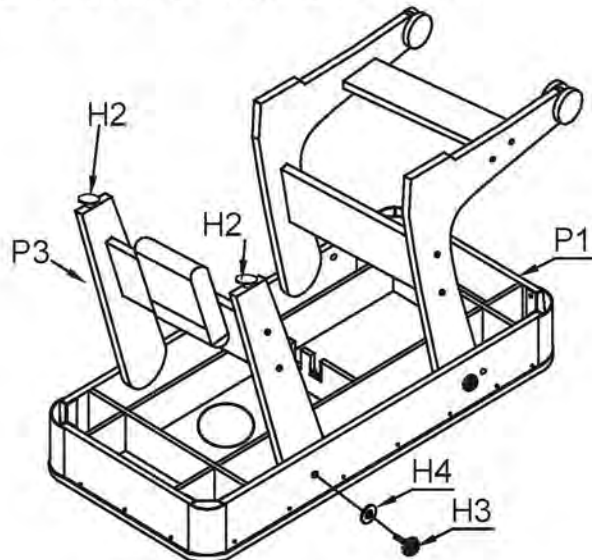
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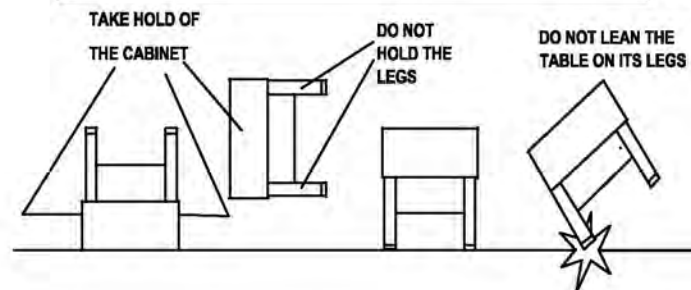


4. Attach the Leg (P2) & (P3) to the Main Cabinet (P1) using Handle Bolt (H3) and Flat Washer (H4).
Attach the leg leveller (H2) to the leg (P3)



CAUTION

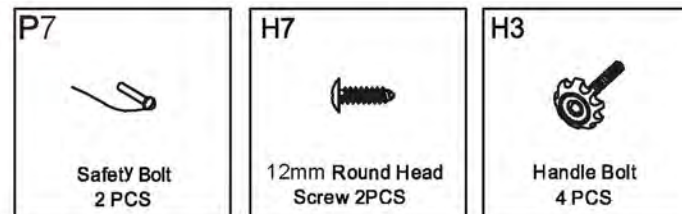
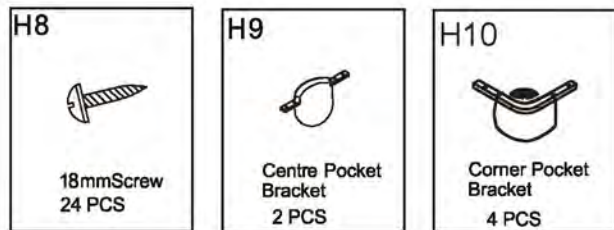
1. Two adults are recommended to turn the table over.
2. Take hold of the table as shown.
3. Turn the table over.
4. Place the table on all four feet at the same time on the ground.



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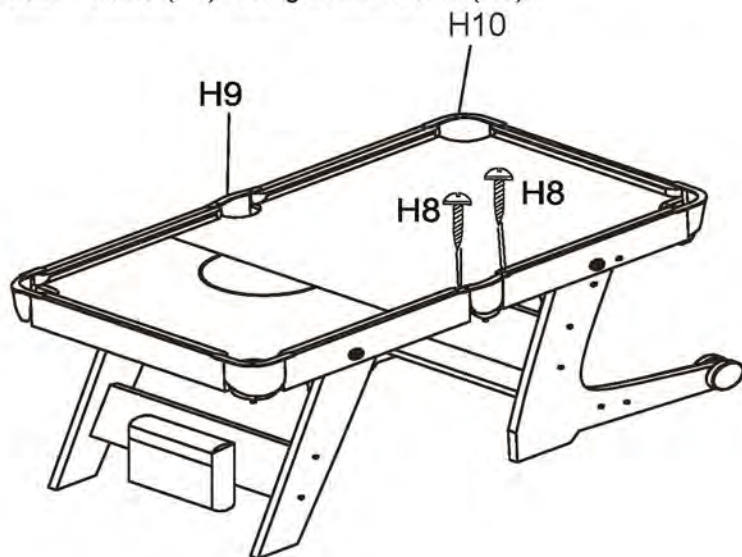


We recommend that two adults perform storage operation

WARNING: RISK OF FINGER ENTRAPMENT. PLEASE TAKE CARE WHEN ASSEMBLING AND STORING TABLE DUE TO MOVING PARTS.



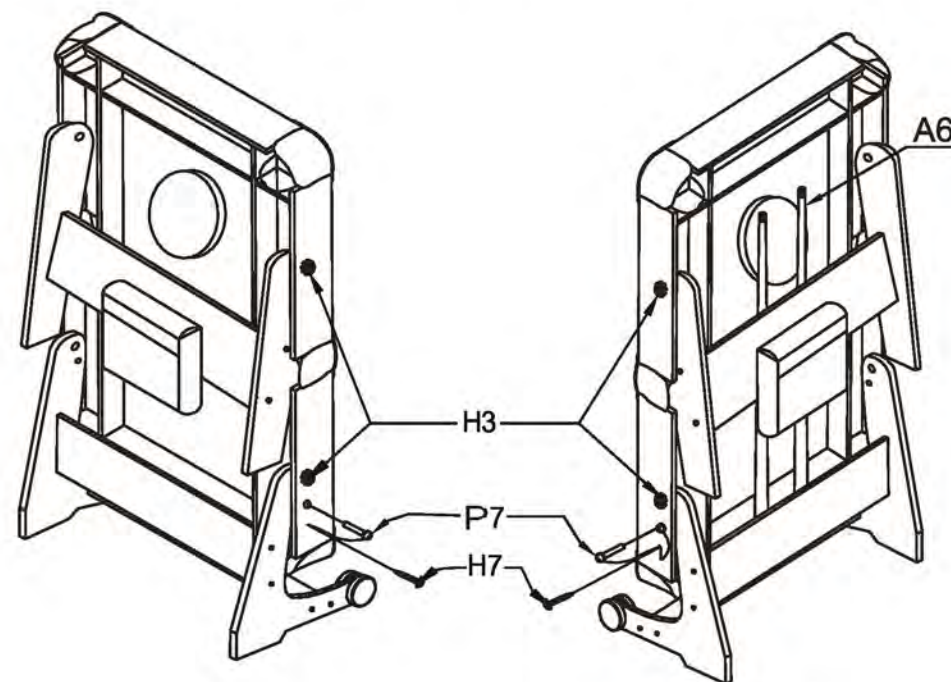
5. Lock the Centre Pocket(H9) and Corner Pocket(H10) to the Main Cabinet(P1) using 18mm Screw(H8).



6. Attach the Safety Bolt (P7) with 12mm Round Head Screw (H7) to predrilled hole on side panel.

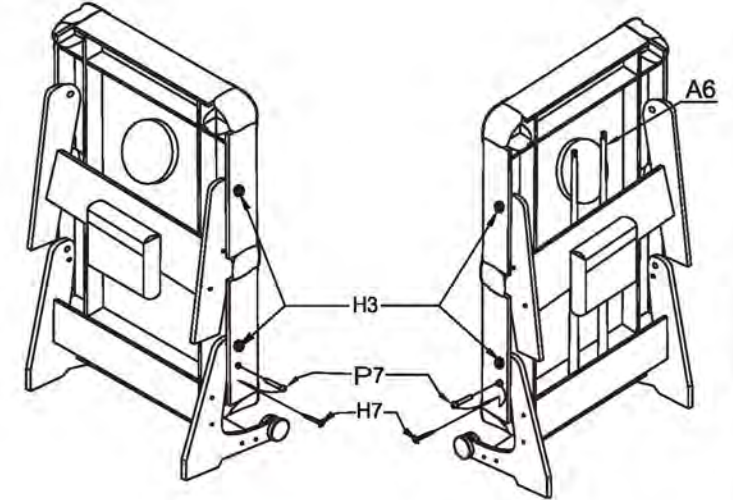
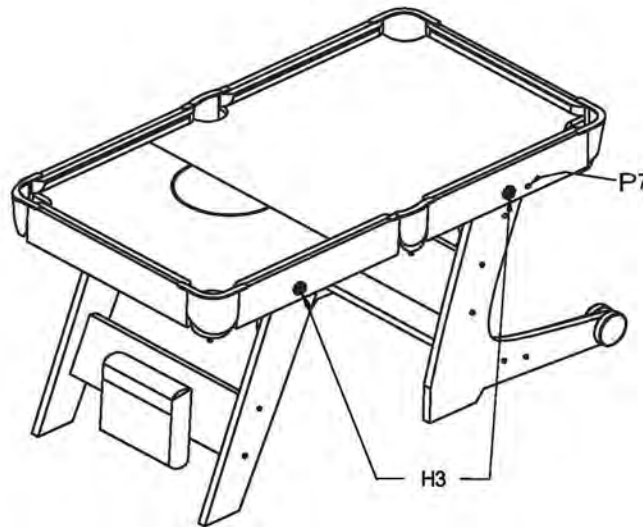
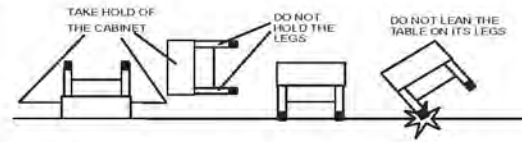
7. Lock the table in the upright position by loosening the handle bolt (H3), folding the table in place, tightening the handle bolt and inserting the safety bolt (P7) as shown.

8. The two cues may now be inserted into the holes in the end panels and secured to the plastic cue clips for storage.



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TABLE SPORTS

⚠ WARNING!

Under no circumstances should the table once erected in the playing position or folded vertically for storage purposes be left without all 4 screw handles (Part H3) being securely fastened (Tightened) and 2 security bolts (P7) inserted, so the table is securely locked in place.

⚠ POTENTIAL HAZARD!

Be aware when folding this table, there is a potential hazard for fingers or hands to get trapped. Please take care when assembling and or folding the table at all times.

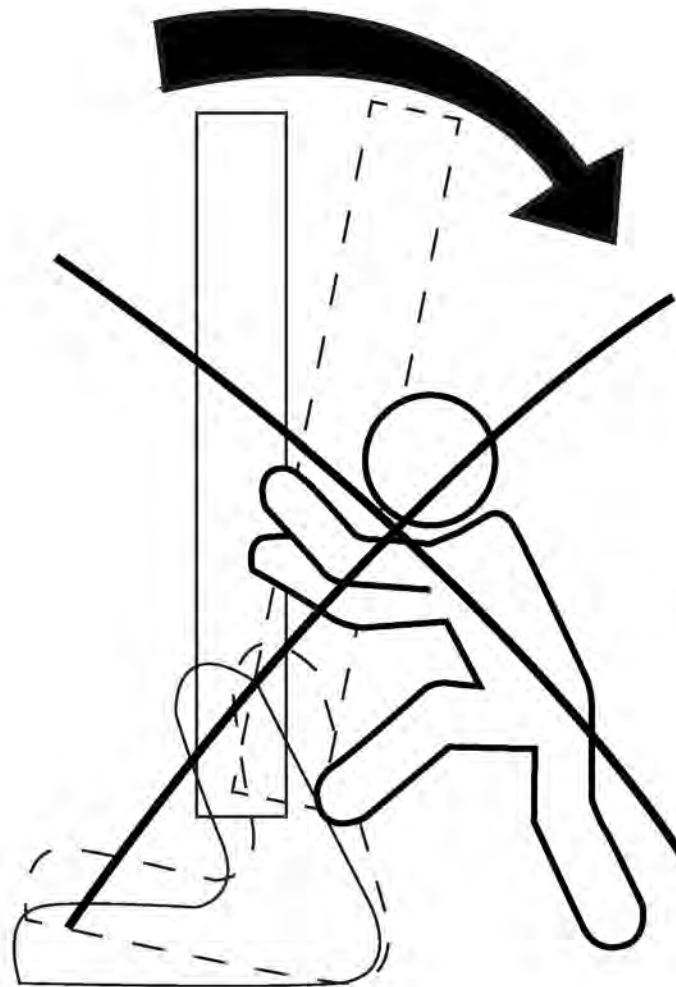
Make sure all safety recommendations are followed at all times, all assembly, operational movements and storage of the table **must be carried out by adults only.**

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TABLE SPORTS



WARNING!
RISK OF INJURY

USERS OF THIS PRODUCT MUST NOT CLIMB ON OR PULL TABLE, WHEN TABLE IS FIXED IN VERTICAL STORAGE POSITION, AS THIS MAY CAUSE TOPPLING AND RESULT IN SEVERE INJURY.

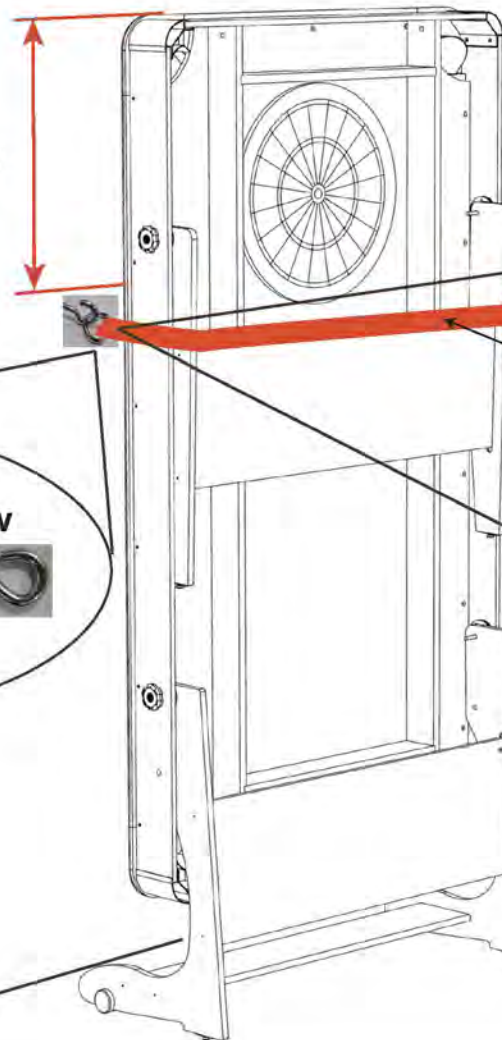


WARNING!

For additional safety, we have provided safety straps that require fixing to a wall to help prevent the table when folded from toppling over if handled incorrectly. Please follow all safety instructions at all times included in the main information memorandum provided with your table.

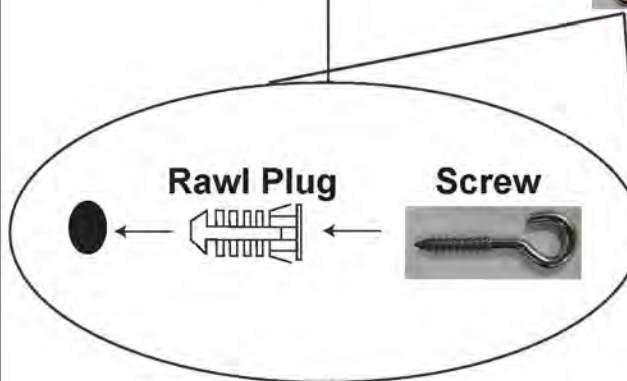
Wall

Approx
70cm



Make sure to secure safety straps after table tops are Folded in the upright position

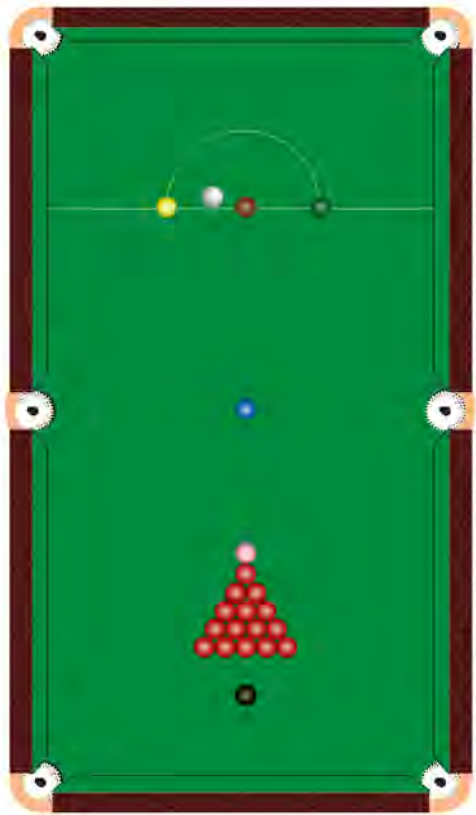
Whist the table when stored vertically is stable, the safety strap is provided as an additional optional safety feature.





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TABLE CARE



SNOOKER/POOL

We would like you to enjoy your table for as long as possible. The following care instructions are a guide only – we hope you find them useful in prolonging the life of your product.

1. Please ensure that your table is not placed in direct sunlight. Direct sunlight will cause the playing surface to fade and may cause the side and end rails to warp

2. When not in use, it is advisable to cover the table with a suitable cover to prevent the playing cloth from gathering dust and dirt particles.

3. Please do not eat or drink near the table. The playing cloth will easily stain and may become seriously damaged should a spillage occur.

4. The playing cloth will be subjected to normal wear and tear during play. We recommend that no jump shots are performed on the table, in order to prevent extreme damage. Avoid wearing pieces of jewellery that may snag on the cloth.

5. To clean the cloth, we recommend that you use a suitable table brush. To avoid damage to the cloth, please ensure you brush gently from one end of the table, to the other.

6. We recommend that cue chalk is kept away from the table and, when chalking the cue, this is not carried out over the playing surface. Chalk is an abrasive and the dust will reduce the longevity of the playing cloth.

7. We do not recommend sitting or standing on your table. This can cause damage to the structure of the table, as well as potentially damaging the cloth and cushions, should pieces of clothing snag.

8. We recommend that pool/ snooker balls are kept clean. A simple wipe of the balls after each session with a microfiber cloth is all that is required. This will remove excess chalk and grease marks.

9. This appliance is not intended for use by persons with reduced physical, sensory or mental capabilities, or lack of experience and knowledge, unless they have been given supervision or instruction concerning use of the appliance by a person responsible for their safety.

10. Do not use in a combustible/damp or wet environment.



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GAME RULES

1. Object Of The Game

The player or team pocketing their group of object balls first in any order and then legally pocketing the 8 ball (black), wins the game..

2. Commencement Of Game (Or Re-start)

(a) The balls are racked as illustrated with the 8 ball (black) on the 8 ball spot, which is at the intersection of the centre and corner pockets.



(b) Order of play is determined by the flip of a coin. The winner of the flip has the option of breaking or requesting his/her opponent to do so.

(c) The opening player plays at the triangle of object balls by striking the cue ball from any position on or within the 'D' Where there is no D marked, break should take place from the opposite end of the table from the balls (the baulk end). That player must pot one or more object balls or cause at least two object balls to return to an imaginary line joining the two centre pockets (i.e. to the 'D' half of the table). This constitutes a legal break. The breaking player shall then verbally nominate his/her group of object balls before play continues, even if a foul has been committed when rule 4 will apply (except as in 2 (f)).

(d) Any balls potted prior to groups being nominated are ignored for the purpose of establishing a players' group of object balls.

(e) If a legal break is not achieved the balls are re-racked and the oncoming player restarts the game with one free shot, following which the group must be nominated before continuing with a normal visit to the table.

(f) If the player pockets the 8 ball (black) from the break, the game shall be restarted by the same player. No penalty will be incurred. The balls to be re-racked. This applies even if other balls, including the cue ball, are pocketed as well.

(g) If a ball or balls are legally pocketed, this entitles the player to one additional shot and this continues until the player either:

- i) Fails to pocket one of his/her set of allocated balls, or
- ii) Commits a foul at any time.
- (h) Combination shots are allowed provided that the player hits one of his/her own group of balls first (unless rule 4(b) applies).

(i) A player may legally pocket one or more of their opponents object balls providing the cue ball strikes one of their own group first and providing that one or more of their own group are pocketed on the same shot.

3. Foul

(a) In off (cue ball pocketed).

(b) Hitting opponents' balls before his/her own ball or balls except when rule 4(b) applies.

(c) Failing to hit any ball with the cue ball.

(d) Jump shots - defined as when the cue ball jumps over any part of any ball before making contact with any object ball.

(e) If a player hits the 8 ball (black) with the cue ball on the first impact before all his/her own balls have been potted, except where rule 4(b) applies.

(f) Potting any opponents balls except when rule 2(i) or 4(b) applies.

(g) Ball off the table:-

(i) Any object ball or the 8 ball (black) shall be returned to the 8 ball spot (see 2(a)) or as near as possible to that spot without touching any other ball, in a direct line between that spot and the centre of the baulk end.

(ii) If the cue ball, the ball to be played from any position on or within the 'D' or from the baulk end where no D is marked. A ball shall be deemed off the table if it comes to rest other than on the bed of the table.

(h) If a players clothing or body should touch any ball.

(i) Player not having at least one foot on the floor.

(j) Playing or touching with the cue any other ball other than the cue ball.

(k) Playing out of turn.

(l) Playing before balls have come to rest.

(m) Playing before the ball or balls have been re-spotted.

(n) Striking the cue ball with any part of the cue other than the tip.

(o) Striking the cue ball with the cue more than once.

(p) Playing a shot before the breaking player has nominated a group of object balls following the break shot.

(q) Push stroke (see 6(a)).

(r) Moving an object ball or the 8 ball (black) when playing away from a touching ball.

POOL

4. Penalty Following A Foul

(a) Following any foul described under section 3 the oncoming player may play the cue ball from where it lies, from the D or from the baulk end where no D is marked (as in rule 6(b) and proceed as 4(b). Moving the cue ball to the 'D' or baulk end does not constitute a Shot or Visit.

(b) Following a foul, the oncoming player is entitled to one free shot which may be played may without nomination, play the cue ball directly onto any ball, including the opponents object balls and the 8 ball (black). However, the 8 ball (black) may not be pocketed, which would mean loss of the game, unless the player has already pocketed all of their own group of object balls and only needs to pocket the 8 ball (black) to win the game.

(c) Following the single free shot described in 4(a) the player will commence his/her normal visit.

5. Loss Of Game

(a) If a player pockets the 8 ball (black) before he/she pockets all the balls in his/her own group, except as allowed under rule 2(f), he/she loses the game.

(b) A player going in off the 8 ball (black) when the 8 ball (black) is potted, loses the game.

(c) A player who clearly fails to make any attempt to play a ball of his/her own group will lose the game.

(d) If a player seeks to gain advantage by deliberately touching a moving ball or retrieving a ball dropping into the pocket he/she shall lose the game.

6. General

(a) PUSH STROKE - defined as when the tip of the cue remains in contact with the cue ball once it has commenced its forward motion.

(b) CUE BALL IN HAND - when a player has the cue ball in hand he/she plays from any position on or within the 'D' or the baulk end where a D is not marked and in any direction.

(c) PLAYER IN CONTROL - A player is said to be in control of the table from the time that his/her body, cue or clothing touches the table prior to his/her shot, through his/her visit and up until his/her opponent does likewise prior to his/her visit. Any balls which fall into the pockets during this period (including the 8 ball (black)), he/she is said to have potted and he/she is liable to any

penalties or benefits normally awarded to him/her for the potting of that ball or balls as are accorded to him/her in the rules of the game (rule 5(c) applies).

(d) The game is completed when the 8 ball (black) is potted in any pocket and all the remaining balls including the cue ball have come to rest, except where rule 2(f) applies.

(e) TOUCHING BALL - a player must play away from a touching ball which must not move (see rule 3(r)). If the touching ball is one of the players own group, he/she is deemed to have played that ball. If the touching ball is not one of his/her own group the cue ball must strike one of his/her own group. When rule 4(b) applies a player must play away from a touching ball and is deemed to have played that ball.

7. Statement

Should any situation arise whereby a legal shot cannot be played, then the game shall be restarted by the same player whether this situation is arrived at by accident or design. If in the opinion of the referee neither player is allowing the game to progress or a stalemate situation has arisen, then the game shall be re-started taking into consideration "Guidance (h)".

8. Guidance

(a) The term 'Shot' means striking the ball once.

(b) The term 'visit' refers to one turn at the table comprising one or a series of shots.

(c) The term 'break' refers to the first shot of the game or the first shot of a game being re-started.

(d) Coaching is deemed to be unsportsmanlike behaviour.

(e) A referee may, if requested, advise on the rules of the game.

(f) There is an obligation on both players to ensure the breaking player nominates a group of object balls.

(g) The referee should ensure that excessive time is not taken to play a shot and should act in accordance with competition rules or guidance.

(h) Re-racks may be a reduced number of balls in accordance with competition rules or guidance.

(i) In Doubles matches once a player is in control of the table conversation with others including the partner is unsporting and shall be dealt with under competition rules.

POOL



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