

## Dart Rules For '01 Games

### Standard Game of Darts 301, 501, 701, 1,001



- The Board should hang securely from a wall so that the height of the centre bull is 5ft 8ins / 173cm from the floor.
- The throwing distances can vary from anything from 7ft to 8ft 6 ins but the standard game is played from 7ft 9 ¼ ins 2.37 meters from the face of the board measured horizontally.
- The toe-line or oche shall be clearly marked and should be at least 18ins long. The toe line can be just a painted line on the ground or a securely raised line indicator such as a piece of wood or metal. The latter is preferable as the thrower as firm edge to rest his/her foot against.
- The order of play is either determined by a toss of a coin or by each player throwing for the centre bull the nearest being the player that throws first. The rules here can vary depending on the league you may be playing in; the local rules should be observed at all times.

When throwing for the bull, if the first thrower hits the centre bull or outer bull the dart is usually removed before the second player throws. If the second player hits the same as the first player then the bulling-up procedure starts again. If the first player's dart does not hit either the centre bull or outer bull then the dart remains in the board until the second player throws. If the first player's dart is obstructing the bull the second player may request the marker / ref to straighten the dart. (See local rules)

Once the order of play as been determined the winner will start leg one and odd legs after that. The looser will start leg two and even legs thereafter.

- Any standard darts may be used.
- A throw consists three darts except were the game is finished in less.
- Darts can not be re-thrown this includes darts that miss the board and darts that bounce of the board wiring system. Only darts that have their points touching the scoring area of the board score.
- A player may be told, if he asks, what number they scored, or what number he requires for the game, by the score announcer, but not how to get it.
- If the number required for the game is exceeded in the course of a throw, throw ceases, and no account is taken of the score obtained during that throw.
- The inner bull (50) counts as double of (25) the outer bull.
- The game is to score 701, 501 or 301 as previously agreed.

### Scoring

- Generally each player's score must start and finish a game with a double (The outer narrow ring of the board). Competition games, however, are usually played with a straight start (no compulsory double) but with a compulsory double to finish.
- The first throw is deducted from the player's start number e.g. 501 and then from the subsequent reduced total. The scorer should show both the score obtain for the throw and the reducing total remaining.
- For fast practise games play 301. For league and competition 501 and for pairs 701. In fact any agreed starting number can be used but usually the number should end 01 the reason for this is so a player must hit another part of the board other than the 20's segment in order to win a game.

## Cricket

Score				Score
20	X	20	X	
	X	19	X	
	/	18	/	
		17		
		16		
		15		
		C		
		D		
		T		
		3B		

This game is played on a traditional standard dart board.

The objective shall be to 'own' or 'close' certain numbers on the board, and to achieve the highest point score. The player or team to do so first, shall be the winner.

Cricket shall be played using the numbers 20, 19, 18, 17, 16, 15 and both the inner and outer bull.

Each player or team shall take turns in throwing. (Three darts in succession shall constitute a 'turn'.)

To close an inning, the player or team must score three of a number. This can be accomplished with three singles, a single and a double, or a triple.

Once a player or team scores three of a number, it is 'owned' by that player or team and they can score on this number 'runs' until the opposing player or team have 'closed' it and no further scoring can be accomplished on that number by either player or team.

To close the bulls eye, the outer bull counts as a single, and the inner bull counts as a double.

Numbers can be 'owned' or 'closed' in any order desired by the individual player/team. Calling your shot is not required.

For the purpose of 'owning' a number, the double and triple ring shall count as 2 or 3, respectively. Three marks will close an inning.

After a number is 'owned' by a team, the double and triple ring shall count as 2 or 3 times the numerical values, respectively.

### Winning the game:

- 1) The player or team that closes all innings first and has the most points, shall be declared the winner.
- 2) If both sides are tied on points, or have no points, the first player or team to close all innings shall be the winner.
- 3) If a player or team closes all innings first, and is behind in points, he or they must continue to score on any innings not closed until either the point deficit is made up, or the opponent has closed all innings.

It shall be the responsibility of the player to verify his score before removing his darts from the board. The score remains as written if one or more darts has been removed from the board. In accordance with the inherent "strategy" involved in the Cricket game, no alterations in score shall be allowed, after the fact.

## **Cricket (Wicket and Runs) UK**



This game is played on a traditional standard dart board.

### **General Rules for the Cricket UK**

There are several variations of the game of Cricket. The game played mainly in America is as popular as 501 in the UK. The UK version of Cricket is totally different than the one played in America. Dart players in the UK may recognise the American version but may know it as something else. 'It's just not cricket!' as some may say in the UK.

### **A standard UK version of Cricket**

Like the traditional bat and ball game, this game has a batter and a bowler. The batter starts with 11 wickets and the object of this game is to score runs before you are bowled out.

The game is for a minimum number of two players but can be played in teams.

To determine who bats and who bowls a thrower from each side throws a single dart for the bull. The nearest to the bull decides if they wish to bat or bowl first.

### **Scoring**

#### **Bowler**

The bowler throws first and his / her target is to hit the inner or outer bull, the 'wicket'. The inner bull is worth two wickets and the outer, one. The object of the bowler is to bowl out the batter by hitting a total of 11 wickets. At this stage the batter can no longer score.

#### **Batter**

The batter scores points or runs on every throw over 40 if he or she scores less than 40 the score is not counted. Should the batter hit an inner or outer bull in the process of batting he or she will lose a wicket / s to that value.

### **Playing**

The bowler throws first followed by the batter and they each take it in turn until the bowler has hit all 11 wickets. At this point the batters total runs are recorded.

### **Innings**

Normally the game is played over two innings i.e. both sides bat and bowl twice. The winner of the combined innings is the side that scores the most.

## Cricket UK Style Continued.....

Like all good games there are many variations, here are a few:

### Cricket UK variation

You can apply any of the following rules to make the game easier or harder

- Batters score counts on every throw and doesn't have to score over 40 to be recorded.
- Bowler Bounce outs or missing the board - can be recorded as 50 runs to the batting team.
- Batter Bounce outs or missing the board – can be recorded as a lost wicket.
- Bowler throws for the bull and the dart lands outside the treble ring the number hit is recorded as a wide and the number hit is given as runs to the batting side.
- The batters scoring target is reduced to the area of the board that covers the double, large single and treble. If a dart is thrown into the small single it either does not count or a wicket is lost.
- Teams can nominate batters and bowlers.

## Killer & Blind Killer



**Killer & Blind Killer is best played with 5 people plus**

### Killer

- Killer is a good game when you have a crowd of people wanting to use the board at the same time. There are a couple of variations to this game but basically the rules are the same.
- Firstly each player draws lots i.e. a number between 1 - 20. This is done by first writing the numbers down on individual pieces of paper and then the numbers are drawn blindly.
- The names of each player are recorded on the chalk board along with their number. Each player is then given between 3 & 5 lives. The object of this game is for each thrower to first hit their own number's double three times to gain status of KILLER. Once they have achieved this they then can throw for their opponent's number doubles in any order they wish. Every time a KILLER status player hits opponents double they lose a life.
- KILLERS can also comment SUICIDE. If they accidentally hit their own double once they have gained the status of KILLER they will also lose a life. Once all your lives have gone you are out - the winner being the only player left alive!

### Blind Killer

- Blind Killer is slightly different. Firstly you draw your number but in this case it is not shown to anyone! The numbers 1 – 20 recorded on the chalk board. Then each player then takes it in turn to throw for any double and if one is hit it is recorded next to the chalked number. Once a double as been hit three times the person with that number is eliminated.
- The winner of this game is the player that remains alive.
- Good fun and good practice for hitting doubles.

## Prisoner



**Prisoner is best played with 5 people plus but the game can be played by two**

### Prisoner

The object is to be the first to shoot "around the clock" one dart in each number from 1, clockwise, to 20.

Each player should throw one dart at bulls-eye, closest to the bulls-eye goes first and the furthest going last.

The first player tries to hit one dart into each number, in order, starting with the number 1 but the scoring target is only from the triple ring the double ring.(triple and double included)

After the 1 is hit in any of the playable area, the next target is 18 and so on, clockwise around the board.

If the player's dart misses the board (outside the doubles ring) or bounces out, the dart is left in the board for one turn. The player throws only two darts the next turn and then may pull the lost dart for use in the next turn after that.

Now for the Prisoner part: If the player throws a dart into the area from the bullseye to the triples ring (bull and double bull included), the dart is left in the board and is a "Prisoner". A prisoner dart remains in the board until any player (including the player who threw the dart) hits the playable area of the same number (in the case of the bullseye, hitting another bullseye captures the prisoner). Once a player captures a "prisoner", the dart is his/hers to use for the rest of the game (unless it is lost in the same manner).

If there is more than one "prisoner" dart that may be captured, they may only be captured one at a time. For example, if there are two darts in the 18 between the bulls-eye and the triples ring, two darts must be thrown into the playable area of the 18 to capture them both.

After the first "prisoner" is captured, one player now has four darts to use while the player who lost the dart has only two. By the end of the game, you might be playing with 7 darts and none of them might actually be yours!

Play continues until one player has thrown a dart in every number from 1 through 20 in the target area. The first player to do this wins the game.

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## Loopy!

Yes as the game suggests this is a loopy game in more ways than one!



This a game best played by several people. The object of this game is to follow the leader but you don't just use the traditional scoring area of the dart board you also use the wire numbering system of the board as well!

## Rules

Start by first throwing for the bull with a single dart, the nearest to the bull being the player who starts the game followed by the second nearest and so on, the furthest away being the last player to throw. The order of play is now established and the names of the players are recorded on the chalk board along with 3 – 5 lives to each player.

The first player throws for the board! This can be any part of the board and this includes the loops of the number wiring system and split numbers. If his first dart lands within any of these areas then the following player must first hit the same space with his three darts before throwing for another area otherwise he loses a life! If the player fails to establish a new target the previous target remains.

## Example

If the first player hits the big area of number 1 then with his first dart the second player must hit the same area before throwing for another sector. Hitting double one, treble one or the smaller inner area of one in this instant does not count; the large area must be hit.

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If the following dart thrower hits the numbered sector then he can use the remaining two darts to establish a new target for the next player. The next scoring dart counts as the new target. If the player fails to score with the remaining darts he forfeits a life.

As the game entails the numbered wiring system comes into play so numbers 4, 6,8,10,14,16,18 & 20 all have loops!!! If a player throws a dart into the loop of number 6 then that becomes the target area. Also a number of numbers can be split ;11,12,13,14,15,16,17,18,19 & 20. If a dart is thrown between the two 1's of 11 this effectively splits the 11 and this becomes the new target area. The number 8 and 18 effectively have two loops these are known as the higher and lower loops. Each of these loops is effectively its own potential target area.

The only area you can not score on is the area effectively between the edge of the normal board scoring area and the numbers. If you hit this area or your dart bounces out then you do not score.

The winner of this game is the player that remains alive!

## Loopy!

## Mickey Mouse



**Mickey Mouse is best played by 2 people or two teams of people**

### Mickey Mouse

Mickey Mouse is a very simplified game of Cricket with a couple of twists.

The object of the game is to "close" all your numbers (20 down through 12, any three doubles, any three triples and bulls-eye). To close a number, you must hit three of that number.

### The Scoring:

The scoreboard is drawn with the numbers 20 through 12, doubles, triples and bulls written in descending order down the center of the board. The Bull eye is usually abbreviated with a B. Doubles with a D and triples with a T.

Each dart that lands in any of the games numbers count toward closing that number. The thin outer ring counts as two of that number or counts as one double. The thin inner ring counts as three of that number or counts as triple. Scoring for one dart is shown by placing a slash ( X ) next to the number scored. Scoring for two is shown by placing an additional X ( X X ) next to the number scored. Scoring for three is shown by placing a third X (XXX) next to the number to indicate it is closed. When three of a number is scored in any combination, it is closed.

The players each take a turn throwing one dart at bulls-eye, closet dart to the bulls eye gets to throw first. The first player throws three darts at any of the scoring numbers to try to close that number. The players then scores the darts that he has thrown and play alternates until one person closes all their numbers.

A more interesting version of '**Mickey Mouse**' is played like standard American Cricket by scoring points on numbers that are not closed. You first have to hit each number three times and then you can score on it until your opponent closes the number. Here the highest score wins the game not the first to close all the numbers.

## Nine Lives



**Nine lives can be played by 2 people or more people**

### Nine Lives

This is a simple game of elimination for any number of players. It does get a little long when there are a lot of players, however.

### **The Object:**

To be the first player to get "around the clock", that is to get at least one dart in each number from 1 through 20 in order.

### **The Scoring:**

Each player throws one dart at bulls eye, closest to the bulls eye goes first, furthest from the bulls eye goes last. Each player gets three "lives" represented by three tally marks below their name. I don't know why the game 9 lives but you only get 3. Maybe it is because if you miss with three darts you lose a life and  $3 \times 3 = 9$ ! If you know any different please let me know.

The player's names are recorded on a chalk board or white board along with three X's (XXX). Each player then takes a turn trying to hit each number from 1 through 20. The numbers must be hit in order or they do not count.

If a player misses with all three darts, one life is lost and an X removed from that player. When all three of a players lives are lost, that player is out of the game.

## Halve-it



This game is played on a traditional dart board

Number of Players: 2 or more

Number of Darts: 3 each

To start the game select six numbers (more if you wish) and write them on the board this way:

	Players	1	2	3	4	5
Single 20		80				
Double 16						
Single 14						
Triple 18						
Single 6						
25 or bullseye						

The player throwing first must aim at 20 for each dart hitting 20 he scores that amount, for example: if the player throws triple 20, 20, 1 he scores 80 points and this amount is placed under his initial, then player two has his shot and so on.

If on the next shot any player fails to throw the double 15 their previous score is halved. After all players have thrown the six selected numbers, the player with the highest score is the winner.

(The chart is only a guide any numbers can be chosen for the game.)

## Grand National



### **Novice Game**

Each player has 3 darts and the object is to travel around the dartboard anticlockwise starting at 20, then 5 and then 12 etc. Each segment is known as a hurdle. The novice game you must hit at least one segment with each turn (3 darts) i.e. start at 20 you must be hit if not you fall at the hurdle and are out of the game. Hitting 20 you move to the next segment and so on first around and back to 20 wins!

The rules here for the novice are very simple and after a few drinks you won't be surprised to see a few fall during the race.

### **The Dart throwers version.**

For a competent dart player this will be a very easy and probably not that inspiring as I would expect each segment to be hit with a single dart. So here is a slightly harder version.

For the more experience player the Grand National is played in the following way. Again the object is to travel anticlockwise around the board twice but this time you start at the large 5 segment (the light segment) of the board you then have to move around the board hitting each alternative large segment number i.e. 5 then 9 followed by 11 unit you reach 1. The second time around the board you must hit the small segment of the 5 and the small segments of each alternative number and then a final Bull / 25 that represents the finishing post. The players here also have three lives but you can vary this to suit the ability of the players. Here a life is lost if you miss the segment with a single dart. The winner is the first to travel round the board twice or the furthest travelled.

## Knockout



This game is played on a traditional dart board

Rules:

Best played with 2 to 8 players.

3 darts each player

After the order of players is determined they are written up on the board underneath each other. The player selected to throw first must throw as many points as possible, this score is then written along side his name.

The player next in line then must throw a higher score than the player throwing before him, if he fails to throw a higher score a ring is put around his score, once you have 3 rings next to your name, you drop out of the game.

Play continues in order until there is one player left in the game, this is the winner, remembering that you only have to beat the persons score who throws immediately before you. This game is also known under different names

## Snooker



**Players: Two or two teams**

**Darts: one each**

**Play:**

To commence the game each player throws one dart, the nearest to the bullseye has first shot (the break).

The player breaking then must throw a number between 1 - 15 (inclusive) this is counted as a (red ball) if he cannot throw a number between 1 - 15 the next player has a turn.

If the player is successful in throwing a number between 1 - 15 he scores one point, he must then shoot for a coloured ball, numbered between 16 - bullseye.

1 - 15 Red Balls	1 point
16 Yellow	2 points
17 Green	3 points
18 Brown	4 points
19 Blue	5 points
20 Pink	6 points
Bulls eye Black	7 points

This chart shows the points value of each number and their respective colours. After scoring a red ball (1 point) he must then nominate the number (colour) he is shooting for and throw that number, after hitting that number he must then throw another number between 1 - 15 (excluding the first dart scored). If he is successful he then nominates another colour and shoots for that colour. If the player hits another colour and not the one nominated, it is a four point penalty to his opponent, if he hits the blue, pink, black the penalty is the face value of that colour.

If a player is shooting for a red ball and hits a colour ball it is a four point penalty or face value of the colour hit

If a player is shooting for a nominated colour and hits a red ball, it is counted as a miss and no penalty points are given.

Each time a red ball (1 - 15) is hit its removed from the scoreboard and no longer in the game. If a red ball is hit while going for a coloured ball it remains in the game. Each time a coloured ball is hit and there are still red balls remaining on the scoreboard, this ball stays in the game.

When all (15) red balls are hit; you must then proceed in hitting the coloured balls in order of points (as shown on chart) as these balls get hit they are removed from the game. Each time a coloured ball is hit out of order a penalty of 4 points is

given or face value. If a player throws a dart outside the (doubles) circle, and stays in the board it is counted as a miss and no penalty points are given.

If a player throws a dart and it falls from the board it is a 4 point penalty. Doubles and triples are counted as single numbers.

## Example of Play:

Player breaking throws these darts:

1 <sup>st</sup>	dart	7	Red	ball	1	point
2 <sup>nd</sup>	dart	19	Blue	ball	5	points
3 <sup>rd</sup>	dart	11	Red	ball	1	point
4 <sup>th</sup>	dart	1	Red	ball	No	points

On the 4th dart the player breaking throws 1 (one) this is thrown out of turn while throwing for a colour, there is no penalty for the miss shot, the numbers 7 & 11 are no longer in the game but the number 1 remains.

The player receives a total of 7 points and the next player begins his shot.

Next player throws:

1 <sup>st</sup>	dart	12	Red	ball	1	point
2 <sup>nd</sup>	dart	18	Brown	ball	4	points
3 <sup>rd</sup>	dart	14	Red	ball	1	point
4 <sup>th</sup>	dart	19	Blue	ball	-5	points

On the 4th dart the player throws 19 but nominated 17 (green ball) as the colour he was throwing for the numbers 12 & 14 are no longer in the game, the player receives 6 points for the numbers thrown correctly, 5 points are taken away for the penalty leaving a total of 1 point, it is then the next players turn.

The player who broke now has his second shot and throws these darts:

1 <sup>st</sup>	dart	9	Red	ball	1	point
2 <sup>nd</sup>	dart	7	Dead	ball	0	points

On the 2nd dart the player throws 7 this number is no longer in the game, he receives a total of 1 point for the number hit. There is no penalty for hitting the 7 because it is no longer in the game, the next player then has a turn... and throws these darts:

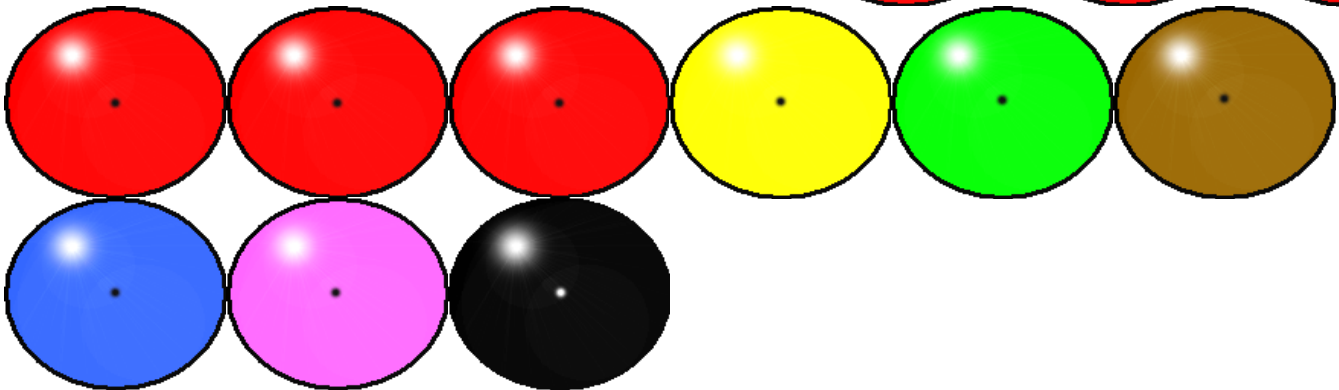
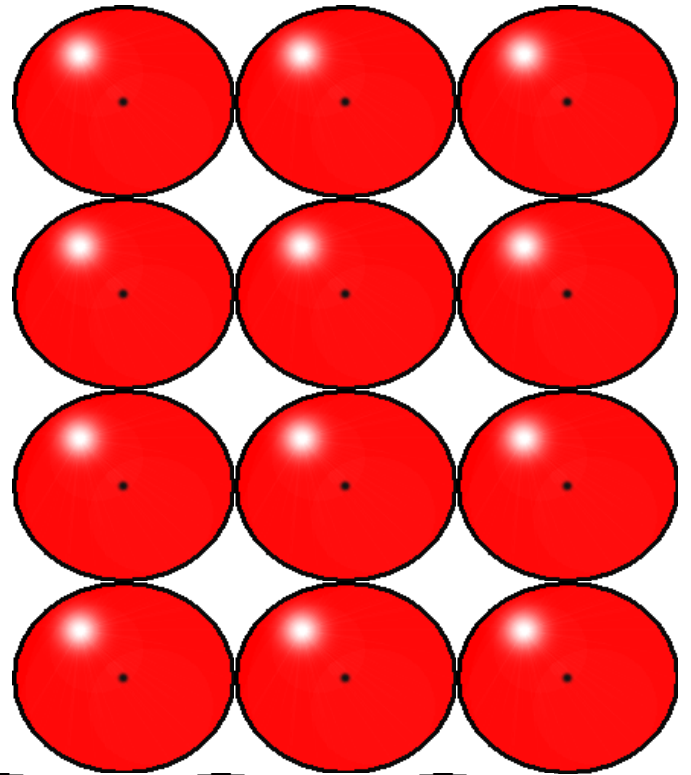
1 <sup>st</sup>	dart	6	Red	ball	1	point
2 <sup>nd</sup>	dart	19	Blue	ball	5	points
3 <sup>rd</sup>	dart	20	Pink	ball	-6	points

On the 3rd dart the player throws 20 while going for a red ball, he receives 6 points for the numbers hit, and loses 6 points for hitting the pink ball out of turn, (the six points being face value) he receives a total of 0 points, the number 6 is taken from the game and the next player takes a turn.

Play continues until all balls have been pocketed, or one player concedes.

To help you to remember the number / ball value why not cut these balls out and pin them around the board as shown here:- Use a chalk board to keep track of the numbers that are hit

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I suggest you do not use the black as this is represented by the Bull and outer bull but I have placed it here for illustration purposes

## 'Around the Clock'



**Players: Two players**

**Darts: Three each**

**Play:** The object of this popular game is to be the first player to hit every number on the board from 1-20. The numbers must be hit in order, and players alternate after three throws. If a player cannot pass a certain number, he must hit it in order to advance to the next number on the board.

## Hare & Hounds



**Players: Two or more**

**Darts: Three each**

**Play:** Players toss a coin to begin the game. The player that wins the toss is the "hare," and his opponent is the hound in pursuit. The hare must travel clockwise around the board starting at 20.

The hare wins by returning to 20 before the hound catches up with him. The hound usually starts from either 12 or 5, depending on the preference of the players. The hound wins by overtaking the hare.

## Shanghai



**Players: Two or more**

**Darts: Three each**

**Play:** Players toss a coin to see who begins play with the winning player going first. Players start by throwing at the number 1 on the board. The object is to hit a single, treble and double (in any order). This first player to hit a single, treble and double wins. If no player achieves this on number 1, the play moves to number 2 and so on until someone wins.

Sometimes this game is varied by nominating different numbers to eliminate players that do not score any points on them. Most frequently, these numbers are 5, 7, and 9 due to their difficulty

## Chase the Dragon and the three headed Dragon



**Players: Two or more**

**Darts: Three each**

The object of this game is to hit the treble segments from 10-20 then the outer bull and bull in that order. This is a very simple and fast game. The trebles that are use are the trebles most hit for combination out shots in a game of 501 therefore it helps also with your accuracy with these common trebles. The winner of the game is the first to hit all twelve scoring areas in order.

Other standard rules apply three darts each player and throw consist of throwing all three darts if needed, players take it in turn to throw.

Variations of this game is the three headed Dragon. Here a game is won when you have completed the basic Dragon three times. It extends the game giving more opportunity to come back at a player that may have an early lead.

## 180 Around the Clock



**Players: One or more**

**Darts: Three each**

**Rules:**

Here is a nice easy warm up game that helps improve your accuracy around the board.

Many people play around the clock to help improve their accuracy on the board. Around the clock is also a good game for beginners to play as it focuses on different individual targets. But here is a variation which I call 180! Around the clock.

First of all this warm up game or practice game is not about scoring 180's it is about practicing trebles around the board. The practice game can also be played as a game against an opponent or on your own.

### **How you play**

You basically throw three darts at each number in turn aiming for the treble i.e. 3 darts at number one or treble one. If you hit a single one you score 1 point if you hit a treble you score 3 points the most you can score in any throw is 9 points doubles are considered as a poor throw and only score 1 point. Regardless if you hit a single or treble you move to the next number in this case number two and repeat the feat. A single two scores 1 point and treble scores your 3 points. You continue around the board until you have completed all twenty numbers and then add your total. If you manage to throw three trebles on each throw you will score 180 hence the name!

If you are playing this game by yourself I suggest you set yourself a target i.e. 60 points. This means you only need to hit three singles in each number to achieve this target number. If you are a regular player set this target higher I suggest 75 - 80. Alternatively keep a running total of your scores and aim to better the score the next time you play. You will be surprised how this basic game will improve your overall game and become an additive as you try to improve your score.

Remember doubles are considered a poor throw in this game should you hit only score 1 point for these should you hit one.

### **To give you a guide on your performance:**

- 20 Very poor only hitting one with every three darts
- 30+ Poor - keep practising
- 40+ You may make the Pub C team
- 50+ You may make the Pub B Team
- **60+ Average requires three darts in each number**
- 70+ Regular Player
- 80+ Good Pub Player
- 90+ Town team Player
- 100+ County Player
- 120+ Professional
- 140+ World Champion
- 180 I don't think anyone will ever manage this feat not even the great Phil Taylor

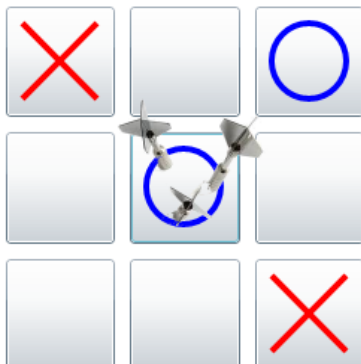
## **180 Around the Clock - Playing as a Game**

If you play the 180 as a game against friends then you can add an extra dimension to it.

180 can be play with 2 or more players but this extra dimension can spice the game up a bit more.

If a player fails to score on a number in a round of three darts then their score becomes frozen and they proceed no further. Other players continue until 20 or until they miss a number and become frozen. The highest total wins.

## Noughts and Crosses



Players: Can be played with 2 or teams

**Darts: Three each**

**Rules:**

Draw a noughts and crosses board of nine spaces, three by three on a scoreboard or piece of paper. In the middle square write Bulls Eye and in the other eight squares write different one dart scoring numbers i.e. Treble 9, small fourteen (the small single scoring segment of fourteen) , double two etc (see example below).

Treble 9	Small Thirteen	Treble 5
Double 1	Bulls Eye	Small 17
Large 6	Treble 7	Double 2

The aim is for one player or team to complete a straight line of three. Every time a target is score is hit then then the initials / team name or **X** / **O** is placed in the scoring square replacing the figures. As with normal noughts and crosses players aim to hinder their opponents to prevent them getting three in a row.

Treble 9	<del>Small Thirteen</del> <b>X</b>	<del>Treble 5</del> <b>O</b>
<del>Double 1</del> <b>X</b>	<del>Bulls Eye</del> <b>X</b>	<del>Small 17</del> <b>O</b>
Large 6	Treble 7	<del>Double 2</del> <b>O</b>

The game can be made easier by using single numbers in eight or all nine squares.

## Five's Board

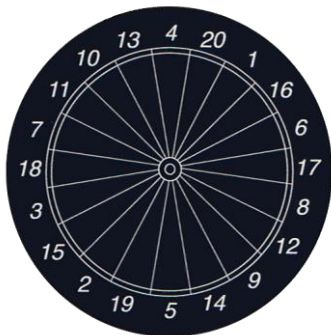


- The Board should hang securely from a wall so that the height of the centre bull is 5ft 8ins / 173cm from the floor.
- The throwing distances can vary from anything from 7ft to 8ft 6 ins but the standard game is played from 7ft 9 ¼ ins 2.37 meters from the face of the board measured horizontally.
- The toe-line or oche shall be clearly marked and should be at least 18ins long. The toe line can be just a painted line on the ground or a securely raised line indicator such as a piece of wood or metal. The latter is preferable as the thrower as firm edge to rest his/her foot against.
- The order of play is either determined by a toss of a coin or by each player throwing for the centre bull the nearest being the player that throws first. The rules here can vary depending on the league you may be playing in; the local rules should be observed at all times.
- When throwing for the bull, if the first thrower hits the centre bull or outer bull the dart is usually removed before the second player throws. If the second player hits the same as the first player then the bulling-up procedure starts again. If the first player's dart does not hit either the centre bull or outer bull then the dart remains in the board until the second player throws. If the first player's dart is obstructing the bull the second player may request the marker / ref to straighten the dart. (See local rules)
- Once the order of play as been determined the winner will start leg one and odd legs after that. The looser will start leg two and even legs thereafter.
- Any standard darts may be used.
- A throw consists three darts except were the game is finished in less.
- Darts can not be re-thrown this includes darts that miss the board and darts that bounce of the board wiring system. Only darts that have their points touching the scoring area of board score.
- A player may be told, if he asks, what number they scored, or what number he requires for the game, by the score announcer, but not how to get it.
- If the number required for the game is exceeded in the course of a throw, throw ceases, and no account is taken of the score obtained during that throw.
- There is only a bull (50) and no outer bull on a Yorkshire Board.
- The game is to score 305, 505 or 705, as previously agreed.
- The game is played as per the standard 501 game except the starting number ends in a 05 not 01.

## Scoring

- Generally each player's score must start and finish a game with a double (The narrow outer ring of the board). Competition games, however, are usually played with a straight start (no compulsory double) but with a compulsory double to finish.
- The first throw is deducted from the player start number e.g. 505 and then from the subsequence reduced total. The scorer should show both the score obtain for the throw and the deducing total remaining.
- For fast practise games play 305. For competition 505 and for pairs 705. In fact any agreed starting number can be used but usually the number should end 05.

## Manchester Board



- The main things you will notice with a Manchester Log End dart board is the size, the construction, the numbering system, no trebles and the size of the bull and doubles.
- The dart board should hang securely from a wall so that the height of the centre bull is 5ft 3ins / 161cm from the floor.
- The throwing distance is 7ft 6 ins.
- The toe-line or oche shall be clearly marked and should be at least 18ins long. The toe line can be just a painted line on the ground or a securely raised line indicator such as a piece of wood or metal. The latter is preferable as the thrower has a firm edge to rest his/her foot against.
- The order of play is either determined by a toss of a coin or by each player throwing for the centre bull the nearest being the player that throws first. The rules here can vary depending on the league you may be playing in; the local rules should be observed at all times.

When throwing for the bull, if the first thrower hits the centre bull or outer bull the dart is usually removed before the second player throws. If the second player hits the same as the first player then the bulling-up procedure starts again. If the first player's dart does not hit either the centre bull or outer bull then the dart remains in the board until the second player throws. If the first player's dart is obstructing the bull the second player may request the marker / ref to straighten the dart. (See local rules)

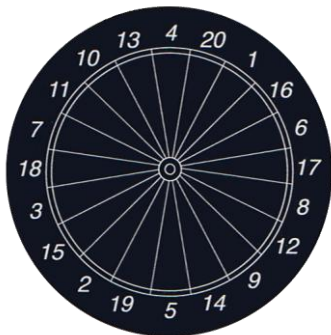
Once the order of play has been determined the winner will start leg one and odd legs after that. The loser will start leg two and even legs thereafter.

- Any standard darts may be used.
- A throw consists of three darts except where the game is finished in less.
- Darts cannot be re-thrown this includes darts that miss the board and darts that bounce off the board wiring system. Only darts that have their points touching the scoring area of the board score.
- The inner bull and the outer bull count as the same in this game as you need to hit either to finish the game.

## Scoring

- The game is to hit in order numbers 1 to 20 and at least one double and then the bull (inner or outer)
- There is no standard set of rules and local leagues have variations to the game
- Generally each player throws in turn progressing to each number in turn once they have hit it. If you hit a double of the intended number you automatically jump to the number after that value. Example; you have hit numbers 1,2,3,4,5 then you hit double 6, the double 6 counts as twelve and therefore the next number you want is 13. If you hit a double on the way to twenty there is no need to hit another double before hitting the bull. Hitting any double after 10 does not mean you jump to the bull but it does count as a double required.
- If you do not manage a double during your progress to 20 then you must hit a double prior to hitting the bull.
- There are variations to double rules one being the first double hit must be hit again upon reaching 20 and prior to the bull.
- See local league rules for further information

## 301 Rules for the Manchester Board



- The main things you will notice with a Manchester Log End dart board is the size, the construction, the numbering system, no trebles and the size of the bull and doubles.
- The dart board should hang securely from a wall so that the height of the centre bull is 5ft 3ins / 161cm from the floor.
- The throwing distance is 7ft 6 ins.
- The toe-line or oche shall be clearly marked and should be at least 18ins long. The toe line can be just a painted line on the ground or a securely raised line indicator such as a piece of wood or metal. The latter is preferable as the thrower has a firm edge to rest his/her foot against.
- The order of play is either determined by a toss of a coin or by each player throwing for the centre bull the nearest being the player that throws first. The rules here can vary depending on the league you may be playing in; the local rules should be observed at all times.

When throwing for the bull, if the first thrower hits the centre bull or outer bull the dart is usually removed before the second player throws. If the second player hits the same as the first player then the bulling-up procedure starts again. If the first player's dart does not hit either the centre bull or outer bull then the dart remains in the board until the second player throws. If the first player's dart is obstructing the bull the second player may request the marker / ref to straighten the dart. (See local rules)

Once the order of play has been determined the winner will start leg one and odd legs after that. The loser will start leg two and even legs thereafter.

- Any standard darts may be used.
- A throw consists of three darts except where the game is finished in less.
- Darts cannot be re-thrown this includes darts that miss the board and darts that bounce off the board wiring system. Only darts that have their points touching the scoring area of the board score.
- The inner bull (50) counts as double of (25) the outer bull.

## Scoring

- Generally each player's score must start and finish a game with a double (The narrow outer ring of the board). Competition games, however, are usually played with a straight start (no compulsory double) but with a compulsory double to finish.
- The first throw is deducted from the player's start number e.g. 301 and then from the subsequent reduced total. The scorer should show both the score obtained for the throw and the reducing total remaining.
- See local league rules for further information.

## Yorkshire Board



- The Board should hang securely from a wall so that the height of the centre bull is 5ft 8ins / 173cm from the floor.
- The throwing distances can vary from anything from 7ft to 8ft 6 ins but the standard game is played from 7ft 9 ¼ ins 2.37 meters from the face of the board measured horizontally.
- The toe-line or oche shall be clearly marked and should be at least 18ins long. The toe line can be just a painted line on the ground or a securely raised line indicator such as a piece of wood or metal. The latter is preferable as the thrower as firm edge to rest his/her foot against.
- The order of play is either determined by a toss of a coin or by each player throwing for the centre bull the nearest being the player that throws first. The rules here can vary depending on the league you may be playing in; the local rules should be observed at all times.

When throwing for the bull, if the first thrower hits the centre bull or outer bull the dart is usually removed before the second player throws. If the second player hits the same as the first player then the bulling-up procedure starts again. If the first player's dart does not hit either the centre bull or outer bull then the dart remains in the board until the second player throws. If the first player's dart is obstructing the bull the second player may request the marker / ref to straighten the dart. (See local rules)

Once the order of play as been determined the winner will start leg one and odd legs after that. The looser will start leg two and even legs thereafter.

- Any standard darts may be used.
- A throw consists three darts except were the game is finished in less.
- Darts can not be re-thrown this includes darts that miss the board and darts that bounce of the board wiring system. Only darts that have their points touching the scoring area of board score.
- A player may be told, if he asks, what number they scored, or what number he requires for the game, by the score announcer, but not how to get it.
- If the number required for the game is exceeded in the course of a throw, throw ceases, and no account is taken of the score obtained during that throw.
- There is only a bull (50) and no outer bull on a Yorkshire Board.
- The game is to score 701, 501 or 301 as previously agreed.

## Scoring

- Generally each player's score must start and finish a game with a double (The narrow outer ring of the board). Competition games, however, are usually played with a straight start (no compulsory double) but with a compulsory double to finish.
- The first throw is deducted from the player's start number e.g. 501 and then from the subsequent reduced total. The scorer should show both the score obtain for the throw and the reducing total remaining.
- For fast practise games play 301. For league and competition 501 and for pairs 701. In fact any agreed starting number can be used but usually the number should end 01 the reason for this is so a player must hit another part of the board other than the 20's segment in order to win a game.