

## 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 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 of 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.
- The inner bull (50) counts as double of (25) the outer bull.

### Scoring

- Generally each player's score is 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.