

General Rules for '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.

General Rules for 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.

General Rules for 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