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# 35 WAYS TO PLAY DART

**MOST POPULAR GAMES**

**GENERAL RULES**

**COLOR IMAGES**

**SCOREBOARD TEMPLATES**

**CRISTIAN IGNAT**

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# General Rules

As you are about to see, there are a lot of ways to play darts, but for most of them there are a few generally accepted rules.

First of all, to play darts you need a standard English Dartboard and some darts. Some games will also require a Scoreboard and a pen.

## THE DARTBOARD

If you are playing in a bar the target is probably already set, but if you are playing at home there are a couple of specifications you should be aware of:

Firstly the center of the board must be set at 1.73 cm high and the throw line (or toe line) at 2.37 cm from the board.

The dartboard is divided into twenty sectors labeled 1 to 20 in a standard predefined order, traditionally colored black and white. (See figure 1.)

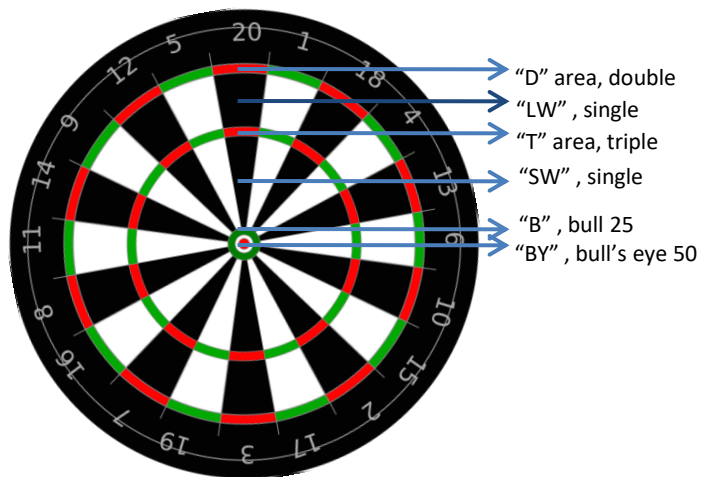


Figure 1

The outer ring of the board is called double or “D” area and is generally counted as twice that number or two points and the inner ring on the board is called triple or “T” area and is counted as three times that number or three points.

The centre of the board is split into two sections, a green outer ring usually noted with a “B” and known as the “Bull” or "Outer Bull". Hitting this section awards 25 points, and the red inner circle, which is usually known as the "Bull’s-eye" or "Inner Bull" which is worth 50 points. The Bull’s-eye usually is noted with “BY”.

## THE DARTS

For most games each player needs a set of three darts. So if you don’t want to play alone, you’ll need to have at least two sets of three or one set of six. Depending on your dartboard you will need different types of darts. For the bristle/sisal board you have to use steel type darts, for electronic board you need soft darts and for a magnetic board, some magnetic darts. (See figure 2.)

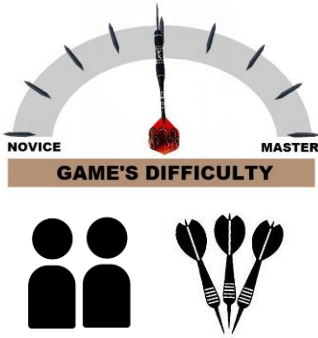


Figure 2

Players take turns throwing three darts per round. The player's feet must be behind the toe line. The body may lean over as desired.

If a dart bounces out of the dartboard or is knocked out, the dart doesn’t count and will not be thrown again.

# Cricket



Cricket is probably the most popular darts game in America. The rules are very simple and, by using a good strategy, a weaker player has the chance to defeat a stronger one.

The aim of the game is to hit all the numbers 20 down to 15 and the bulls-eye, 3 times each, and finish the game with more points than your opponents. (See figure 3.)

## HOW TO PLAY

Playing order can be determined by a throw at the BY. Each player throws one dart. Closest to the BY goes first. Each player will take turns to throw all 3 darts trying to own any of the scoring numbers.

To own a number you must mark it three times. After a player hits that number 3 times, the number is locked.

The double area (D) of a number is counted as two marks and the triple area (T) is counted as three marks. The BY counts for two and B for one mark.

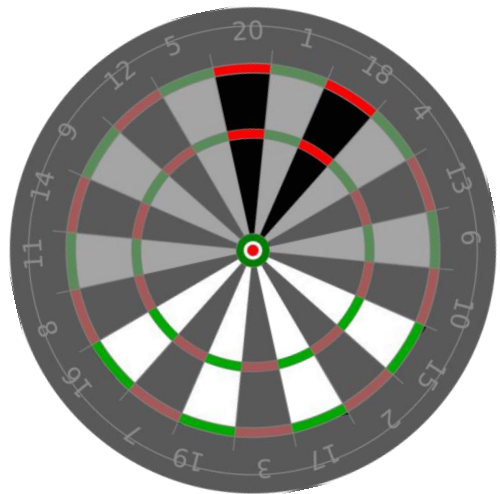


Figure 3

The game is over when one player has all his numbers locked and has more or equal points to the opponent.

Cricket can be played without points, in this case the winner is the first player who locks all his numbers 20 through 15 and BY. What makes this game so challenging is the scoring.

## HOW TO NOTE

The players names are written across the Scoreboard. The numbers 20 through 15 and BULL are written in descending order down the center of the board. You can also download this free Scoreboard from our website.

Michael		Denise
/	20	ⓧ
	19	
/	18	/
ⓧ	17	
	16	X
X	15	
/	B	X

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Figure 4

The players earn points after they own a number. When a dart lands on a number, it will be marked with a "/". After the second hit it will be marked with an "X". To indicate a number is owned, that number will be circled on the scoreboard.

After you own a number, any darts that land in that number count as points for you until your opponent closes it. (See figure 4.)

The points are counted like usual, the “D” area is double and “T” is triple that number. The B is 25 points and the BY is 50 points.

For example, a player has his 20 owned and his opponent has just one hit at 20. If he throws a T20 and two single 20s, then 100 points will be written on his side

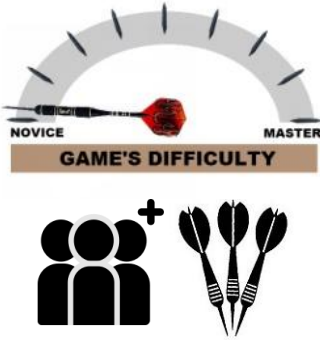
Also, if a player has two marks at 20, but his opponent owns that number, and he throws a D20, only one counts to close the number. The second does not count for points.

Numbers can be owned or closed in any order and no specific numbers are required to be called first.

If a player has all of his numbers owned, but has less points, he has not yet won the game. That player must continue to score on any number not closed until either the point deficit is recovered, or the opponent has closed all numbers.



# x01



X01 is called so because players start the game with a score of x100 plus 1. After each round the points scored are subtracted from the total score. The winner will be the first player who reduces his score to exactly zero.

## HOW TO PLAY

The most popular games begin with 301 or 501, but you can also start with 601, 801 or 1001 points. Players agree upon the starting score.

To win, a player must reach exactly zero.

The game can be played with Straight-In and Straight-Out rule, but the players can agree to start with Double-In and/or to finish with Double-Out.

Each player throws one dart at BY, closest to the BY will be first and he/she chooses if the game is straight or double.

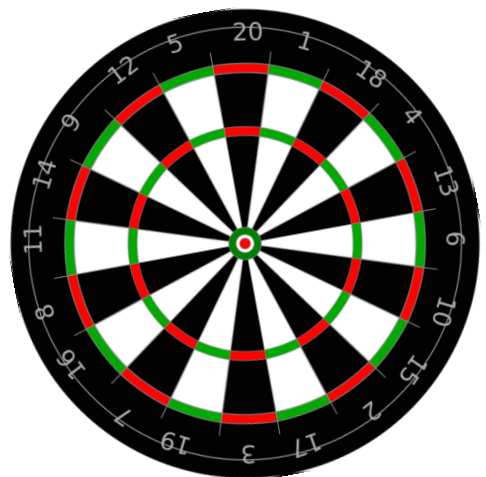


Figure 5

For example , the first player can choose 501 SD which means all players will start with 501 points and they must start scoring with a straight hit and finish with a double.

If the game starts with Straight-In, the first player will throw all 3 darts trying to obtain the highest score possible. Each dart is scored by the number where it lands. The D area is counted double and T area is counted triple that number.

If the game is Double-In, each player will start to subtract his points only after he/she throws any double area (D) on the dartboard for the first time. The next rounds won't require the player to throw a double again.

For example, if a player hits an S12, a D10 and an S20, only 40 points will be subtracted from his/her total score because the first dart doesn't count.

Players then take turns, alternating each side of the score board until the score is closer to zero. At this moment they need to develop throwing strategies in order to match the exact number of points still needed to reach 0 and win the game.

A novice player will start to think of a strategy at around 50 points and an experienced player probably at around 150 points.

If the game is Straight-out, to win a game the players need to reach exactly zero in any way.

For example, if a player needs 35 points he/she can throw an S15 and an S20 or any other combination.

If the game is Double-out, to win a game the players need to reach exactly zero by throwing a D.

For example , if a player needs 35 points he/she can throw an S5 and a D15 or any other combination in this way.

If a player scores too many points and passes zero, all three darts will be canceled and the next round he/ she must try again from the same score. This is called a "bust".

For example, if a player needs 35 points and he/she throws an S20 and an S18, the next round the score will still be 35.

## HOW TO NOTE

Vin	501 SD		Monique
41	460	66	435
52	408	38	397
72	336		

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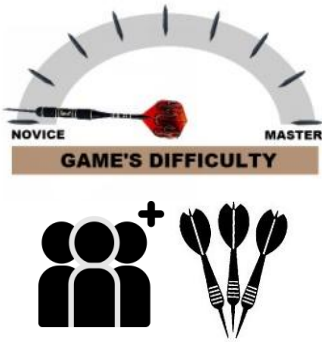
Figure 6

The players' names are written across the top of the board in playing order. (Figure 6.)

The type of game announced by the first player will be noted in the top centre. (i.e. 501 SD)

Under each player's name his area will be divided into two parts. After each round, his score will be noted in the first column.

# Around The Clock



Around The Clock is an extremely easy game, but it's great for training because it uses all the dartboard. It can be played with any number of players and a game usually doesn't take long.

Advanced players can use just SW, D, T or any other area as they agree.

## HOW TO PLAY

The goal is to be the first to hit all the numbers in a clockwise direction. (Figure 7.)

Each player throws one dart at BY, closest to the BY plays first.

The player then tries to hit 1. When he succeeds, he then tries to hit 18 and so on.

The next player will be doing the same thing starting with 1.

The winner will be the first to get all the numbers in order.

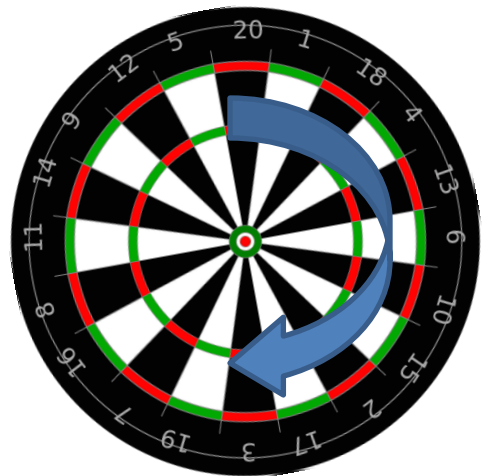
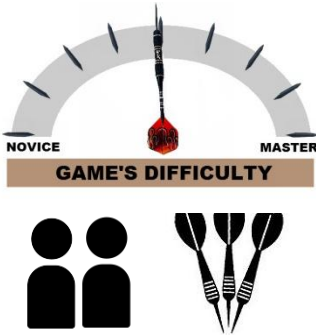


Figure 7

## HOW TO NOTE

This game needs no score. Just remember your last number.

# Tic-Tac-Toe



Tic-tac-Toe is a nice combination of the paper and pen game and the game of darts.

It can be played by two players or two teams.

## HOW TO PLAY

Each player throws one dart at BY, closest to the BY goes first and will be the “X”

The goal is to be the first to make a line of X's or O's horizontally, vertically or diagonally on the dartboard.

To mark a number the players must hit that number three times. D counts as double, T as triple and BY as double.

The first player to complete a line is the winner.

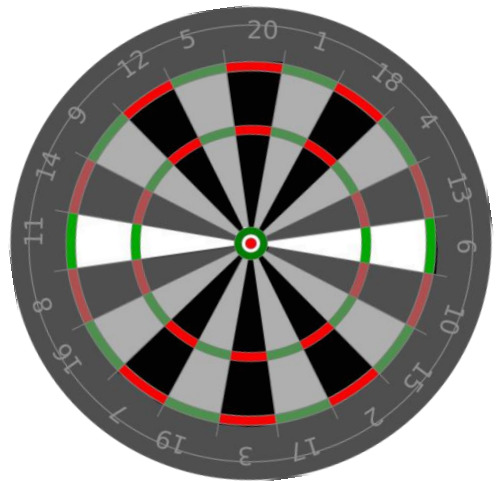


Figure 8

## HOW TO NOTE

Draw three tables (figure 8) on the scoreboard, a smaller one next to every player and a larger one that will be shared by the players.

When a dart lands on one of the numbers noted in the table the player will note a "/" in his own table. When the second dart hits that number again it will be noted with "X" and third time with a "O".

When a number is closed that way it will be noted with X or O in the shared table. (Figure 9.)

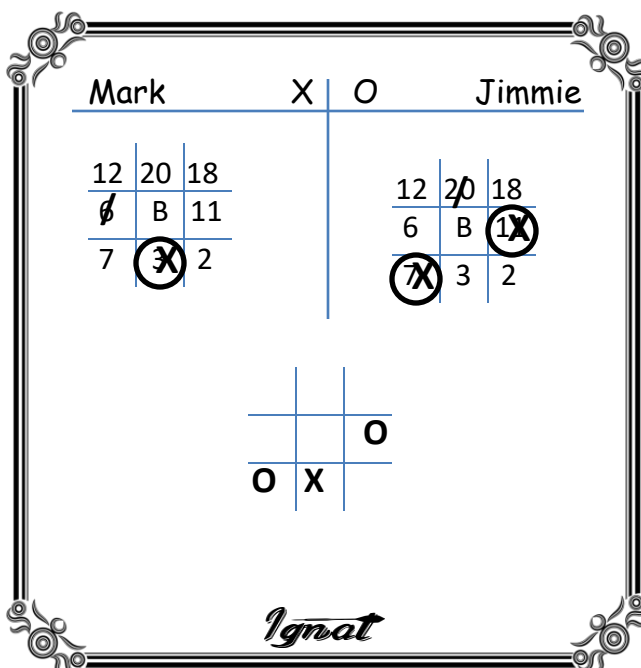
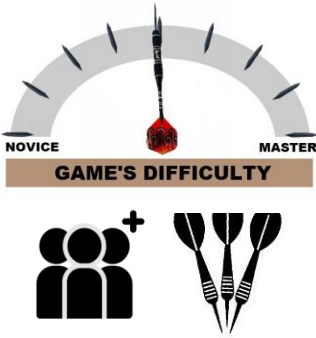


Figure 9

For example, the "O" player hits S12, D12 and S7. A circle will be drawn around 12 in his own table and a "/" over 7. Also a "O" will be drawn over 12 in the shared table.

# Shanghai



An easy game to learn, it's very good for training because you can use the whole dartboard.

It can be played in any number of players or teams.

## HOW TO PLAY

Each player throws one dart at a time, closest to the bullseye plays first.

The goal is to score as much as you can in 20 rounds or to beat your opponents.

Each round the players must throw all three darts in each number, in order. When all 20 rounds are over the player with the biggest score wins.

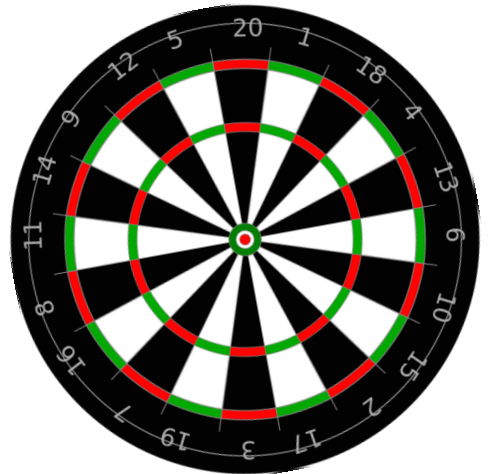


Figure 10

## HOW TO NOTE

Draw a table on the Scoreboard. Write the players' name across the top, in throwing order. On the left side, write all numbers from 1 to 20.

Next to each player you will note the score at each number by adding all the darts which landed on the target area.

The darts hitting the D area will be counted as double and the darts hitting the T area will be counted as triple points.

For example it's the third round and you must try to hit 3. A dart hit an S3, another T3 and the last one hit 19. In the table you'll note 4 points.

	Andrew	Jimmy	Ed
1	2	4	0
2	5	7	5
3	4	3	4
4	3		
5			
6			
7			
8			
9			
10			
11			
12			
13			
14			
15			
16			
17			
18			
19			
20			
T			

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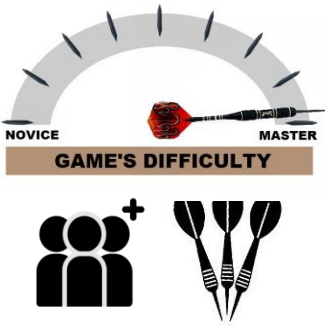
Figure 11

The player with highest score when all 20 rounds are over is the winner.

Another way to win is to hit a “Shanghai”. That means during single turn you must hit a single, a double and a triple in any order.

If you succeed a “Shanghai” the game is over. The other players' score doesn't matter anymore.

# Mulligan



Mulligan is a more difficult game, usually played by advanced players.

It can be played by any number of players or teams.

## HOW TO PLAY

Each player throws one dart at BY, closest to the BY goes first. Before the game begins each player must choose six numbers. For that they will throw six darts with their left hand (left-handed players will throw with the right hand) or may simply call them. All six numbers must be unique.

The first player to hit all this numbers' triple (T) three times in the same order is the winner.

## HOW TO NOTE

The players names are written across the top of the Scoreboard in playing order. Write the numbers under each player's name.

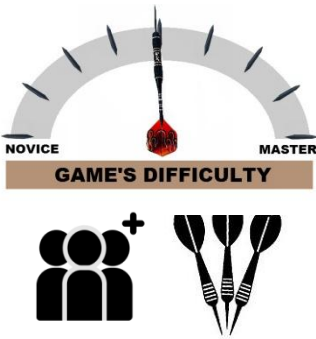
Use a "/" at first hit and a "X" for the second one. When the number is closed draw a "O" around it. (See figure 12.)

Chris	Molly	Vin
<del>12</del>	<del>10</del>	<del>8</del>
20	X	4
13	7	18
2	17	14
1	9	20
10	14	16

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Figure 12

# Golf Darts



Like in real golf, the aim of the game is to close all 9 or 18 holes in as few shots as possible. It's a very fast game that can take less than 5 minutes.

It can be played by any number of players or teams.

## HOW TO PLAY

Even if you play 9 or 18 holes, to win you must have less points than your opponents at the end of the game. (Figure 13.)

Each player will throw one, two or three darts per, throw but whatever he/she throws, only the last one counts.

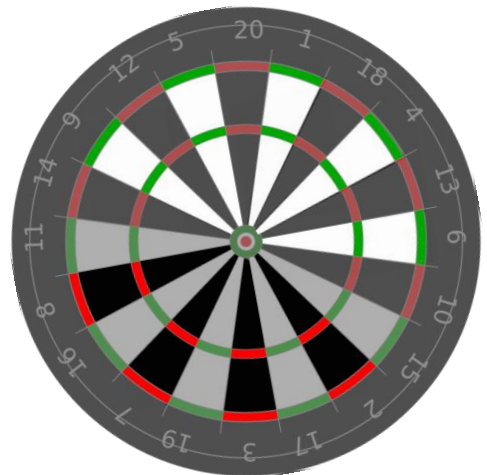


Figure 13

For example, if a player throws the first dart into SW of the 8, he/she can note that 3 points or can continue. The second darts can miss the 8 then the new score is 5 points. If the last one land on SW, too, the score for the 8 hole will be 3 points again.

The last shot could or could not be better, but it's the only one that counts.

The players will throw in order until each player has closed all his/her 9 or 18 holes.

## HOW TO NOTE

The players' names are written across the top of the Scoreboard. In this game the order doesn't matter so much because all players have an equal number of throws to complete the game.

Write all numbers from 1 to 9 (or from 1 to 18), in order, on the left side of the Scoreboard.

Under the players' name you will write down the score for each hole. (See figure 14.)

The points are calculated as follows:

- D area is 1 point
- T area as 2 points
- SW area is 3 points
- LW area is 4 points
- Miss the target is 5 points

Usually a running total can be kept with the current score being added to the current total.

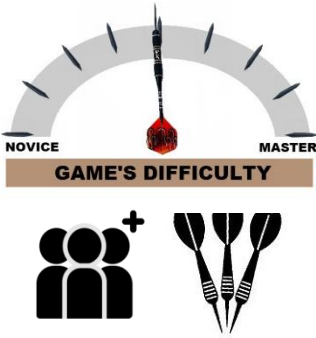
After all players have closed all their own holes the one with the fewest points is the winner.

	Rose	Will	Mark
1	3	3	2
2	5	4	1
3	1	5	
4			
5			
6			
7			
8			
9			

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Figure 14

# Baseball Darts



Baseball is a simple and fun game that can be played by any number of players or teams.

The aim of the game is to hit the numbers 1 through 9 for the 9 innings from the real baseball game.

Whoever scores most runs per “inning” will be the winner.

## HOW TO PLAY

In this game you only use the numbers 1 to 9 as the targets for each inning. Each number only counts in that actual inning. (See figure 15.)

Playing order can be determined by throwing one dart each at BY and the closest plays first.

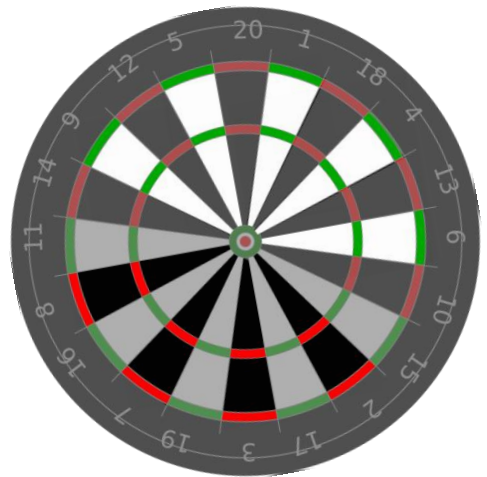


Figure 15

After the order of the players is established, each player throws 3 darts at the number of the current inning.

In the first round the player will try to hit 1, in the second one 2 and so on, in order to get more points.

For example, in the first round if a dart lands at 6, it doesn't count.

The game is over when all 9 innings have been completed.

## HOW TO NOTE

The players' names are written across the top of the Scoreboard. Write all numbers from 1 to 9 in order on the left side. (figure 16.)

For easier reading you may draw a grid around the numbers and the names.

After a player throws all three darts write down the score under his/her name.

Usually a running total can be kept with the current score being added to the current total. This way, players can see how far ahead or behind they are.

	Ken		John		Ema	
1	3	3	3	3	4	4
2	5	8	4	7	1	5
3	1	9	5	12		
4						
5						
6						
7						
8						
9						

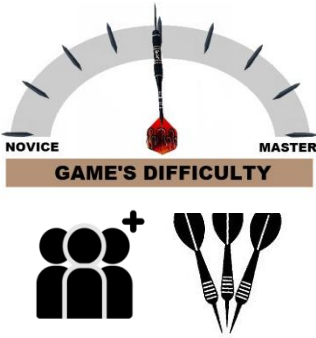
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Figure 16

The darts hitting D area will be counted as two runs and the darts hitting T area will be counted as three runs. The SW and LW are counted as 1 run.

If, after 9 innings the score is equal there will be an extra inning at BY

# Fifty-One In 5's



An entertaining game to play with friends and family.

This is a game that involves some math calculations, because if the sum of 3 darts thrown is not divided by 5 the player didn't score anything that round.

## HOW TO PLAY

Each player throws one dart at BY, closest to the BY plays first. The players will throw in order all 3 darts trying to get their sum to be divided by 5. If this total isn't divisible by 5 or any one dart misses the dartboard entirely all three darts don't count.

Usually just 20, 15, 10 and 5 are used.

The first player to reach a score of exactly 51 is the winner.

## HOW TO NOTE

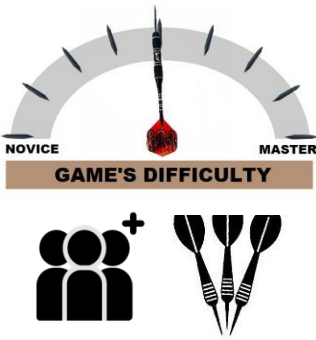
The players' names are written across the top of the Scoreboard. After a player throws all three darts you will write down his score under his name.

To calculate the score just add all three numbers hit and divide by 5. If the result isn't divisible by 5 the score for that round is zero.

For example, if a darts lands on D20, one on S5 and one on the T10 then the scores obtained will be 15 ( $40 + 5 + 30 = 75$ ;  $75/5 = 15$ )

Players will throw in order until one of them accumulates exactly 51 points.

# Killer



While this game can be played with two players, Killer is more fun in three or more players.

It's a good game to play when there are a lot of players and they all want to play darts.

## HOW TO PLAY

Each player will throw a dart with the left hand (or with the right hand if he/she is left-handed) to obtain a random number. (See figure 17.)

This number will be noted next to each player's name. If a player hits a number that was already taken he/she should throw again.

In the beginning the purpose of each player is to become a killer.

To become a killer a player must hit the D area of his own number. When he/she manages to do this a "K" will be placed next to his/her number.

If a D is hit with the left hand and the number isn't already taken, the player will automatically become a killer.

As a killer, a player must kill all his/her opponents. To kill an opponent he must hit the D area of the opponent's number.

Each player has three lives when the game begins and if s/he loses all then the player is eliminated.

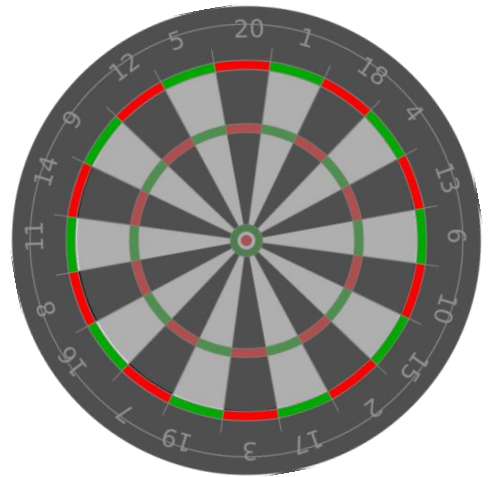


Figure 17

Note: If you hit your own D you will lose a life.

## HOW TO NOTE

On the Scoreboard write the names of the players in the same order in which they will throw, one under the other.

After he obtains a number, each player will write down his number next to his name and a “K” when he becomes a killer. (See figure 18.)

Each time a kill occurs a tally will be drawn under the victim's name. When a player has 3 tallies, circle it in.

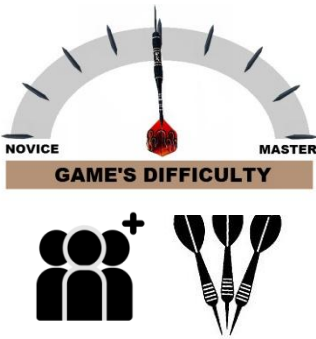
Tony	12	K	//
Julianne	16	K	/
Daniel	8		(///)
Jim	20	K	(///)

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Figure 18

Depending on the player's level, those more advanced may use T area instead of D area and the beginners may use the LW or even the whole number area.

# High/Low



High and Low are two different games with similar rules.

It's a game that can be played by any number of players or teams. The aim of the game is to be the last player with at least one life.

## HOW TO PLAY

The aim of the game called “High” is to throw more points than the previous player and the “Low” game is to throw fewer. I’m going to explain the two rules in order, because there are a few differences between them.

Each player throws one dart at BY. Closest to the BY plays first.

He/she gets to choose if the game is High or Low and will throw two darts on the same turn at the dartboard.

The next player must have a better score to take a life from him/her.

If he fails to throw more points he will himself lose a life. Over 100 is going to win with an equal number of points.

For “Low” the rules are similar except that when the dart lands outside the dartboard or falls down it will add 25 points.

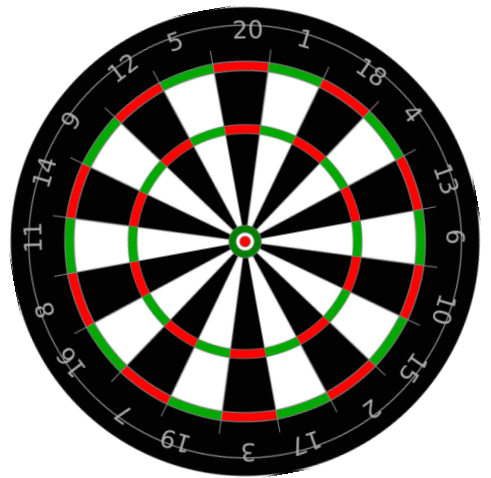


Figure 19

Also in “Low” the score may go into negative because every time a player hits the B, 25 points will be subtracted from his score and if it hits the BY, 50 points will be subtracted.

## HOW TO NOTE

Write the name of each player, one under the other on the left side of the Scoreboard . (See figure 20.)

In the first game the order will be determined in the traditional manner, closer to the BY plays first. In the next game whoever loses first will be the first to throw and so the one who wins will be the last.

In the top side note High or Low, depending on the game chosen. Next to each player draw three circles representing the three lives.

After each throw if the player reaches his/her purpose (hit more or less points, depending on the game, High/Low), the previous player will lose a life. If he fails, he will lose a life.

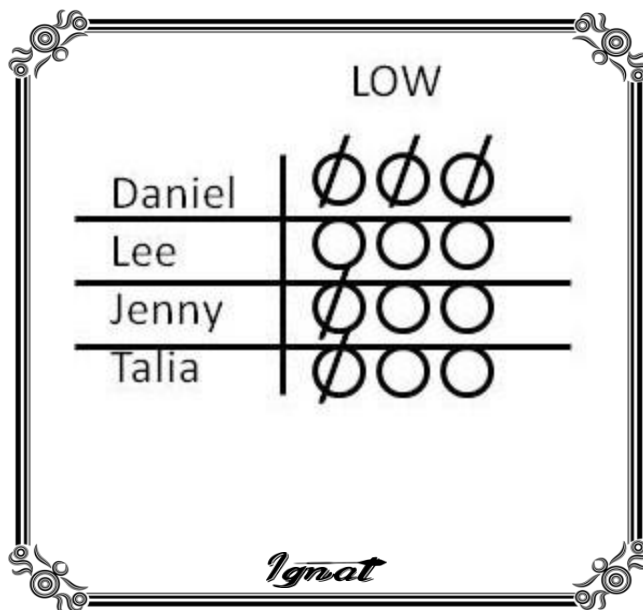
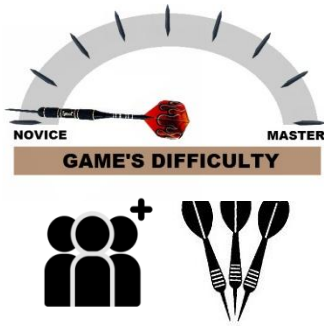


Figure 20

The game is played until only one player remains with at least one life. S/he will be the winner

# Call Three



The aim of the game is to have as many points as you can after 10 turns.

It's an easy game to learn that can be played by any number of players.

## HOW TO PLAY

Each player throws one dart at BY. Closest to the BY plays first.

The last player will call three random numbers out of any of the 20 or BY.

All players will throw at these 3 numbers to obtain points. The main rule is to throw the first dart in the first number, the second in the second number and the last in the third number.

The order of the numbers cannot be changed. After all 3 darts are thrown another 3 numbers will be called for the next round.

Continue in this way until all ten rounds have passed.

## HOW TO NOTE

Write the name of each player, one under the other on the left side of the Scoreboard in the same order in which they will play.

The numbers from 1 to 10 are written across the top of the Scoreboard.

You can draw a grid over names and numbers for a better view of the score. (See figure 21.)

After the first player has thrown all three darts, his accumulated points are written next to his name under the number 1 of the first round.

If the dart lands on the D area it counts as two points, on T area count as three point and anywhere else on the surface of the number, one point.

Continue until all players complete all ten rounds.

	1	2	3	4	5	6	7	8	9	10
Daniel	3	4								
Lee	4	5								
Jenny	2	5								
Talia	6	3								

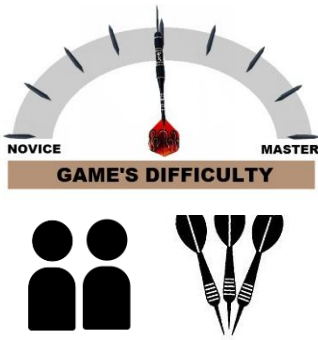
*Ignat*

Figure 21

The player with the highest score at the end of the game is the winn



# Mickey Mouse



This is a variant of the Cricket game, what is very popular in South Korea.

There are a few differences which make it easier and more fun. Usually it is played by two players or two teams.

## HOW TO PLAY

As in the case of the darts game of Cricket the players must close all their numbers, but at Mickey Mouse darts the targets are numbers 20 down through 12, any three doubles, any three triples and BY. (See figure 22.)

To close a number a player must hit three of that number. The order doesn't matter.

The playing order can be determined by a throw at BY. Each player throws one dart. Closest to the BY goes first.

This player will throw all his darts aiming to hit his/her targets.

After recording the points on the Scoreboard the second player will throw and so on until a player closes all his/her numbers.

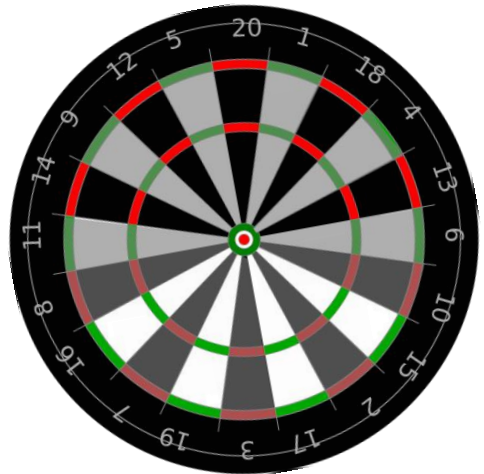


Figure 22

## HOW TO NOTE

Write all numbers from 20 to 12, D (from double), T (from triple) and B (from Bull) one under the other in the centre of the Scoreboard. (See figure 23.)

On the side write the players' (or teams') name in the same order in which they will throw.

When a player hits one of his/her targets with a dart, a "/" will be drawn over the number.

The second time that number is hit, it will be noted with an "X" and the third time with an "O".

When a target is marked with an "O" it's closed.

Michael		Denise
⊗	20	/
	19	⊗
/	18	
X	17	X
⊗	16	
	15	
X	14	/
	13	
	12	/
	D	X
X	T	/
/	BY	⊗

*Ignat*

Figure 23

If the player hits the D area of his number it will count for two of that number or a double, at his/her choice.

The same goes for hitting the T area, it can close that number straight away or it can mark a triple .

The B is one point and the BY is two points.

# Prisoner



This game is a little different than the other games of darts. It can be played by two players, but with more players it's much more fun.

## HOW TO PLAY

The throwing order is determined as usual by throwing a dart as close as possible to the BY, closest goes first.

The aim of the game is to hit all the numbers from 1 to 20 clockwise with one dart each.

To score a number a player must hit double (D), triple (T) or the area between them (LW).

After 1 is hit, 18 is next and so on until all the numbers are scored.

If a dart gets outside the outer circle of the target (D) or falls down from the dartboard it will be left there for a turn and the player will throw just two darts.

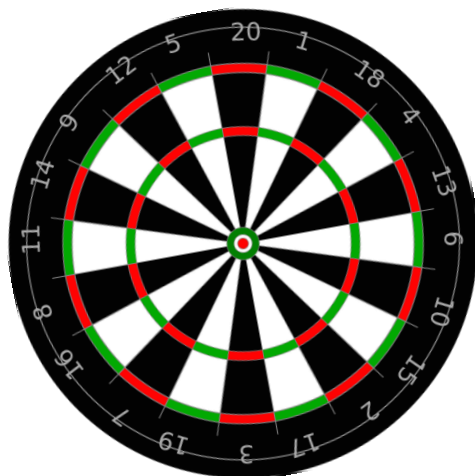


Figure 24

If a darts hits BY or SW it will remain "prisoner" being left in the dartboard.

Any player, including the one who threw it there will we be able to release it by hitting the number in D, T or LW area.

If a dart is prisoner in BY it can be released by hitting the BY once more. If another player releases him, he will now have 4 darts and the one who lost it will play with two.

In the case when two darts are prisoners in the same number and a player hits that number it will only release one. To release them both, that number needs to be hit twice.

If a player has no more darts left he will be eliminated. To win the game a player must be the first to hit all 20 numbers, clockwise, or to leave all opponents without darts.

## HOW TO NOTE

For this game there is not need of a Scoreboard. The only thing you must remember is the number each player has reached.

However if there are more than four players you can easily keep track of them: (See figure 25.)

Write the players' names one under the other on the left side of the Scoreboard. Next to each name note the last number they hit.

Gary	<del>18</del>	<del>6</del>	3
Lee	<del>7</del>	13	
Mark	<del>18</del>	4	
Mary	<del>7</del>	<del>18</del>	<del>6</del> 10

*Ignat*

Figure 25

# Scram



Scram is an easy game that is good for the less experienced players and consists of two parts. It can be played by just two players.

## HOW TO PLAY

The throwing order is determined as usual by throwing a dart as close as possible to the BY, closest goes first.

The first one is the "stopper" and the other one is the "scorer".

The stopper throws three darts. These three numbers are "closed" and if a number is hit twice, just two numbers will be "closed".

Then the "scorer" will throw three darts trying to get as many points in as possible.

If one of the 3 stopped numbers is hit, it doesn't count. The "T" area counts as three times the number hit and the "D" area counts as twice the number hit.

B count as 25 points and the BY counts as 50.

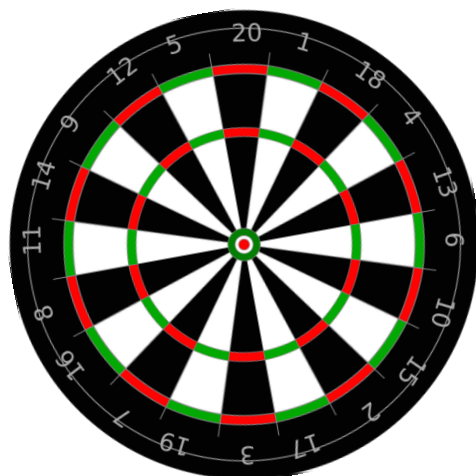


Figure 26

In the next round the "stopper" will attempt to close another three numbers thus reducing the number of targets that the "scorer" it will be able to hit.

After all 20 numbers plus BY are closed the scorer's points are added up.

For the next game, the roles are switched and the new "scorer" will try to score higher in order to win

## HOW TO NOTE

Write down the name of the players across the top of the Scoreboard and split it in two columns.

On the "stopper's" column write all numbers from 1 to 20 and BY one under the other.

On the "scorer's" you will keep track of his points.

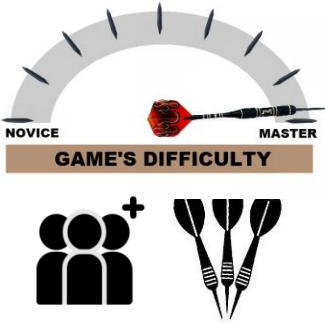
Every time the "stopper" closes a number it will be crossed out in the column, continuing until they are all closed.

Zack	Thomas
<del>20</del>	42
19	73
18	165
<del>17</del>	218
16	
15	
14	
<del>13</del>	
12	
<del>11</del>	
10	
9	
<del>8</del>	
7	
6	
5	
4	
3	
2	
1	
BY	

*Ignat*

Figure 27

# 51/57



this is a game with simple rules, but there is a bit of math involved.

It can be played in any number of players or teams. This game will train the ability to throw triples.

## HOW TO PLAY

The aim of the game is to make a default score.

Most of the time it is 51 or 57, but any number agreed upon works.

First of all it's necessary to choose the order of the players, with each of them throwing a dart as close as possible to the BY.

The first player will try to score exactly 51 points.

If the sum of three darts is less or more than 51 the throw will not count. The points shall be calculated in the traditional way.

The "D" area is counted double, the "T" area is triple, the B 25 and BY 50 points.

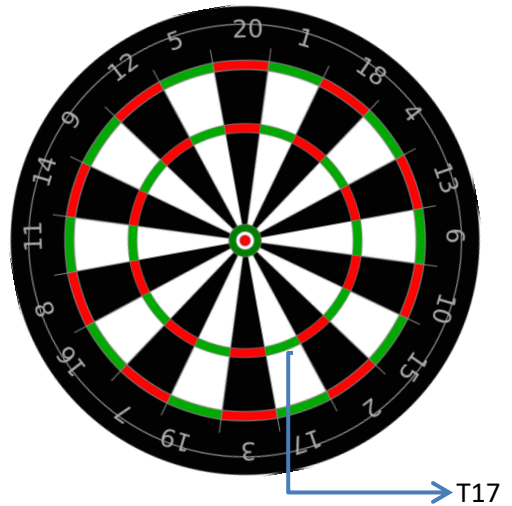


Figure 28

## HOW TO NOTE

Write the names of the players on the scoreboard, one under the other in the order in which they will throw.

Every time a player manages to score exactly 51 points it will be noted on his right. (See figure 29.)

If a player manages to make 51 points with a dart or two there is no need to throw the rest of them.

For example if the first player will hit the T17, 51 points will be entered on his right immediately.

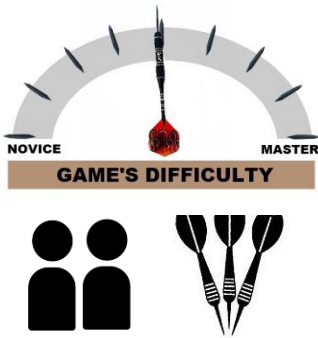
Phil		51	102	153	204		
Louis		51	102				
Mat		51					
Chris		51	102	153	204	255	306

*Ignat*

Figure 29

The game is won by the first player/team that manages to go over 300 points, or any other score agreed upon at the beginning of the game.

# Halvers



Halvers is a game for only two players, that competitive and fun. If there are more than two players they will be able to play split into two teams.

## HOW TO PLAY

The aim of the game is to score as many points as possible while completing the table on the scoreboard in the order in which they are written. (See figure 30.)

It's necessary to choose the order of the players by each throwing a dart as close as possible to the BY.

After that each of them will throw three darts trying to score as many as possible.

Only numbers from 20 to 14 must be hit to score. The "D" area counts double that number and "T" area counts as triple.

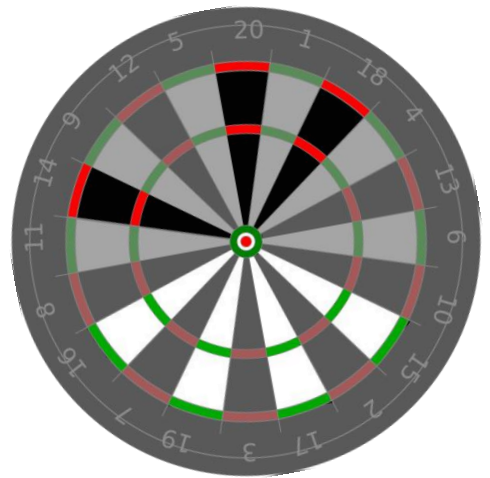


Figure 30

For example, in the first round the player throws a dart at S20, one at T20 and the last one at S18. He/she will score 80 points because the third dart doesn't count.

Write the names of the players on the scoreboard, one under the other in throwing order.

Every time a player manages to score exactly 51 points it will be written down on his right.

If a player manages to get 51 points with a dart or two there is no need to throw the rest of them.

For example if the first player will hit the T17, 51 points will be entered on his right immediately.

Note: If a player misses all three throws in one round then the score from the previous round is divided by 2

For example, if in second round the player hit a S19 and a T19, that means 76 points, and at the next turn fails to strike any triple, then the score of the second round will remain 38 points.

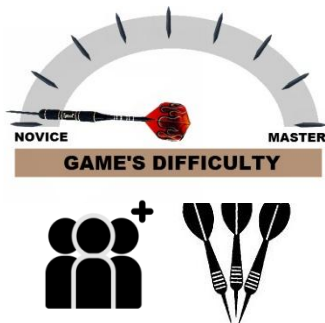
## HOW TO NOTE

The scoreboard is drawn with the numbers 20, 19, T, 18, D, 17, 16, C, 15, H, 14, B and BY written in descending order down the center of the board. The name of the players are written across the top. "T" means any triple, "D", means any double, at "C" it's necessary for each of the three darts to land on a different color and "H" means that the darts must hit three targets in the clockwise order, skipping one number.

The first dart can be thrown anywhere. After each round you write down the score next to each name. In the event of a miss the previous score will be cut with a tally and the new score recorded.

At the end of the game add up the points to determine the winner.

# Shove Ha'Penny



Shove Ha'Penny is a very quick game which can be finished with only 9 darts. It's quite simple and can be played by any level of player.

## HOW TO PLAY

In order to win this game a player needs to be the first to close all numbers from 1 to 9. (See figure 31.)

To close a number it needs to be hit three times.

If the player hits "D" section it will count as two times and the "T" section as three times

The numbers may be hit and closed in any order. For example a player can throw S5, T1 and D6 in one round.

Note: If you hit a number more than three times, any extra darts that land there and score, must be awarded to your opponent.

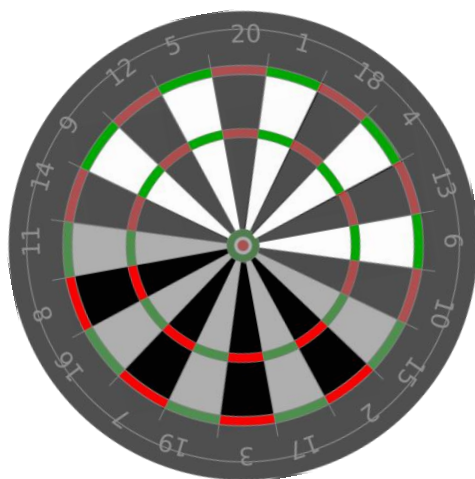


Figure 31

For example if you already have two strokes to 5 and hit a D5 then you close the number, but will score the opponent a 5.

In the case of a game with several opponents (multiplayer game) only the player following on will receive this extra bonus.

The only time an opponent will not receive the extra points is when the player wins the game during that round.

## HOW TO NOTE

The players' names are written across the top of the board in playing order. (See figure 32.)

On the left side write the numbers from 1 to 9, one under the other. A grid can be drawn for easier viewing.

	Joe	Vince	Liana
1	/	(X)	
2		/	X
3	X		/
4			
5	(/)	(X)	
6			
7			
8	X		(X)
9			

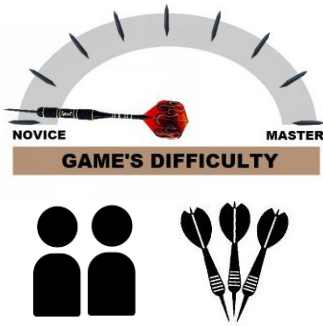
*Ignat*

Figure 32

When a player hits a number s/he will mark it with a “/” next to his/her name.

At the second hit s/he will mark it with an “X” and when he closes it, s/he will draw a circle around it.

# X-Out



X-out is a game very similar to Cricket, but is played without points.

It may be played by two players or two teams.

## HOW TO PLAY

In order to win this game the player needs to be the first to close all numbers from 20 to 10. (See figure 33.) A number is closed by hitting it three times.

The throwing order is determined as usual by throwing a dart as close as possible to the BY, closest goes first.

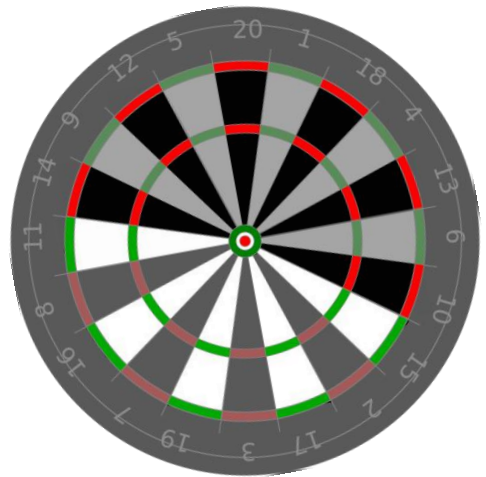


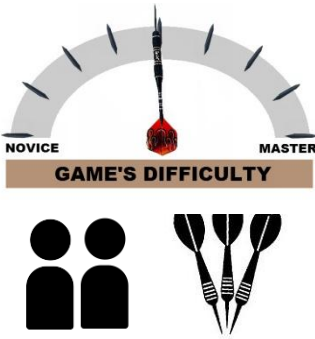
Figure 33

The first player will throw their three darts trying to hit any of the numbers from 10 to 20. Write down the score after each turn.

## HOW TO NOTE

The players names are written across the top of the board in playing order. On the left side write the numbers from 10 to 20, one under the other. A grid can be drawn for easier viewing. Mark with a “/” for the first strike, “X” for the second and “O” when that number is closed.

# High Jump



This is a game that can be played by any number of players or alone for practice purposes.

Similar to Broad Jump it is a style of darts more different than others.

## HOW TO PLAY

During this game the order of throwing isn't very important because all players will have the same number of chances.

The aim of the game is to "jump" as high you can on the line splitting the dartboard in two vertically. (See figure 34.)

For that the players will have to hit as many of the targets in this order: D3, L3, T3, S3, B, BY, B, S20, T20, L20, D20.

Each player has three darts with which they will try to hit the first number. If he/she hits he/she will take all the darts he/she has already thrown and go for then next number.

If none of the three darts reach their target, the previous number hit is the highest "jump".

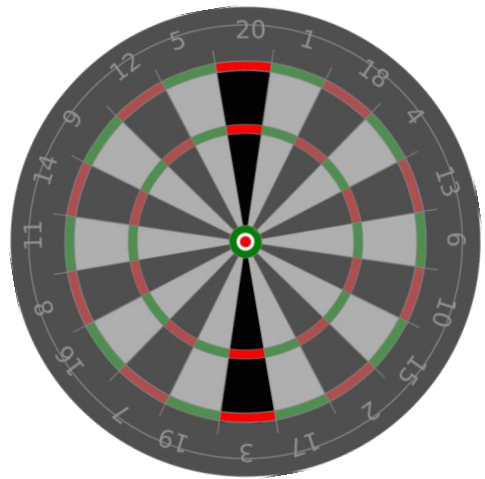
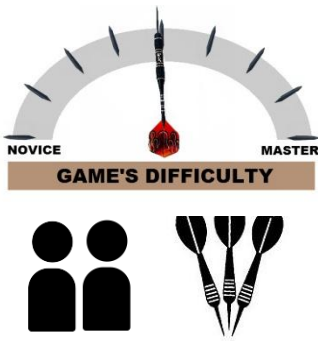


Figure 34

## HOW TO NOTE

The players names are written on the scoreboard one under the other. Next to of each player note the highest "jump".

# Broad Jump



This is a game that can be played by any number of players or alone for practice purposes.

Similar to High Jump it is a style of darts more different than others.

## HOW TO PLAY

During this game the order of throwing isn't very important because all players will have the same number of chances.

The aim of the game is to "jump" as far you can on the line splitting the dartboard in two horizontally. (See figure 35.)

For that the players will have to hit as many of the targets in this order: D11, L11, T11, S11, B, BY, B, S6, T6, L6, D6.

Each player has three darts with which they will try to hit the first number. If he hits he will take all the darts he has already thrown and go for then next number.

If none of the three darts reach their target, the previous number hit is the further "jump".

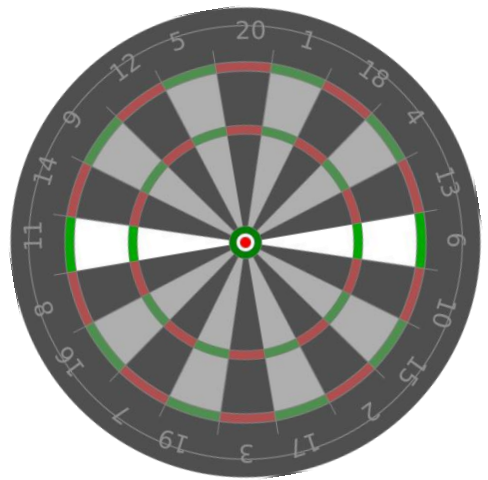
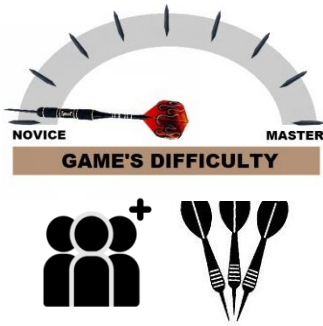


Figure 35

## HOW TO NOTE

The players name are written on the scoreboard one under the other. Next to of each player note the furthest "jump".

# Slider



Slider is a very quick game which can be finished in several minutes.

It can be played with any number of players, both beginners or advanced. Advanced players may limit the targeted area.

## HOW TO PLAY

The aim of the game is to be the first one to hit all the numbers from 10 to 20 in order, with one dart.

Each player throws one dart at BY, closest to the BY plays first. The first player will throw trying to hit 10 with the first dart.

If he hits, he will try to hit 11 with the second dart and so on.

In the case where no darts hit the target then the player will "slide" back a number for the next round.

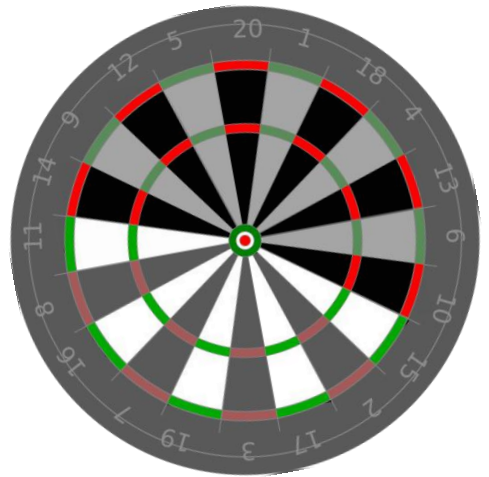


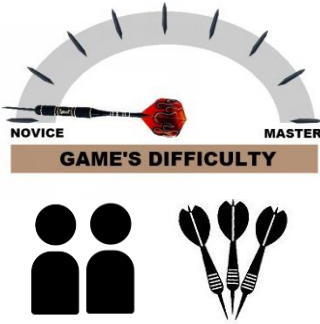
Figure 36

For example if the 12 is the next target and the thrower missed all three darts, next round will try to hit the 11.

## HOW TO NOTE

A scoreboard isn't required. If you play in a bar and have free hand you will be able to take a beer because all you need to do is remember the number you are.

# Wordfare



Warfare is a game for 2 players or two teams.

It may be played by all level players by changing the targeting area for each number

## HOW TO PLAY

Each player throws one dart at BY. Closest to the BY plays first and, also, gets to pick between the North army with all ten numbers in the top side of the dartboard, or South army with the rest of numbers. (See figure 37.)

After that he will throw three darts trying to “kill” the enemy soldiers by hitting that number with a dart.

Players will throw until one of them has no soldiers left. He/she will lose the game.

If a darts lands on your own territory you lose a soldier.

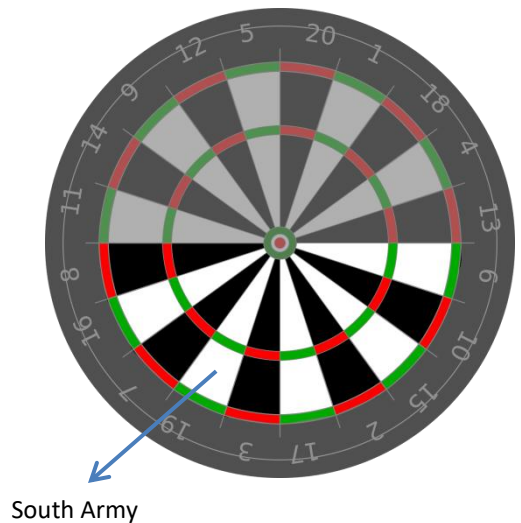


Figure 37

## HOW TO NOTE

The scoreboard is split into two columns and the name of the players are written on top of each.

Under the name of the North army leader write the following numbers, one under the other: 11, 14, 9, 12, 5, 20, 1, 18, 4 and 13 and on the other column the numbers: 6, 10, 15, 2, 17, 3, 19, 7, 16 and 8. (See figure 38.)

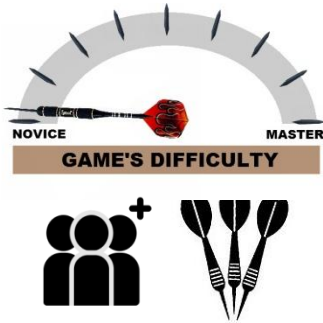
Jack N	S Timmy
<del>11</del>	6
14	10
9	<del>15</del>
<del>12</del>	2
5	17
20	3
1	19
<del>18</del>	7
4	<del>16</del>
<del>13</del>	8

*Ignat*

Figure 38

Every time one of the numbers is hit by a dart, no matter who threw it, that number will be cut with a tally. The game is over when all the soldiers of one of the armed forces have been killed.

# Castle



Castle is a traditional game that can be played by any number of players.

The aim of the game is to build a castle (pyramid) first.

## HOW TO PLAY

Each player throws one dart at the BY, closest to the BY goes first.

Each player then throws a dart with the left hand in order to take a number where his castle will be built.

Each player must have a different number so that if the number where the dart landed is already taken by someone else he/she will throw again until a free number is hit.

The first player will throw all the darts targeting his number to start building a “castle”. If the “T” area is hit put three bricks at the castle, if the “D” area is hit put two bricks and “L” and “S” are one brick.

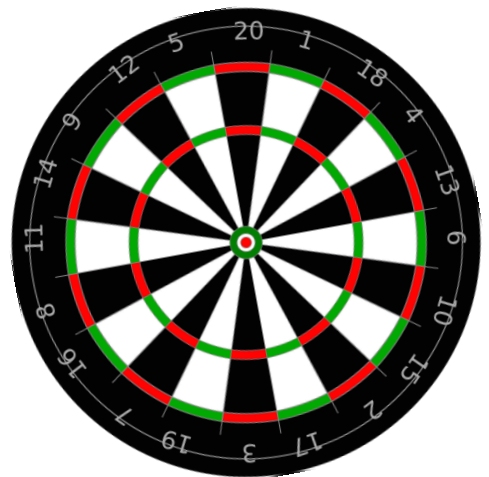


Figure 39

If one dart or more hits an opponent's number then you will destroy bricks in his/her castle.

Also if a dart hits "D" or "T" it will destroy two or three bricks.

A castle with zero bricks cannot be destroyed any further.

## HOW TO NOTE

Write down the names of the players across the top of the scoreboard, in the same order they will throw. (See figure 40.)

Each player will write down his number next to his name and draw 15 squares in the shape of a castle (or pyramid).

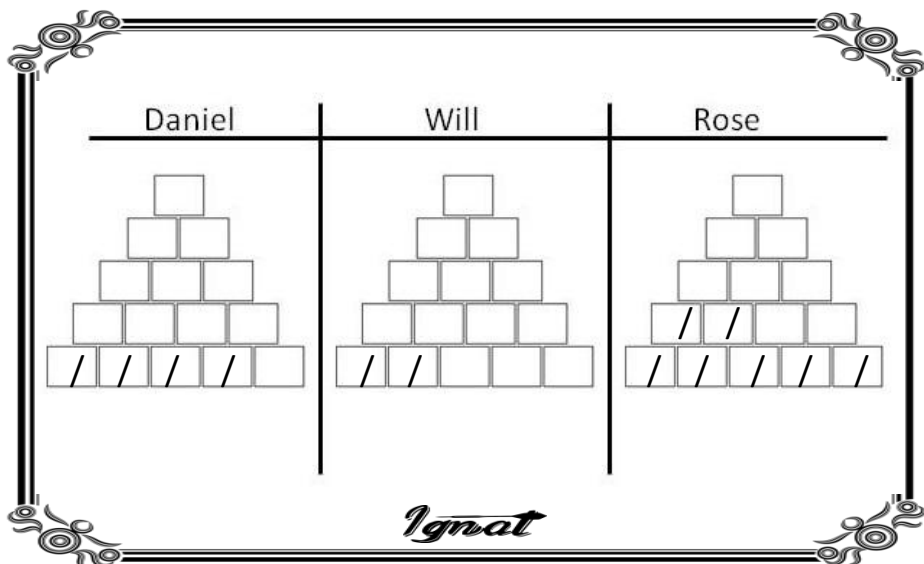
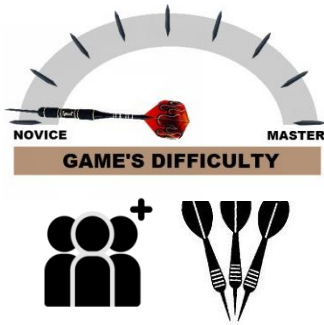


Figure 40

Every time a dart lands on a player's number, that player will mark one box (or more if it's double or triple).

The first player to check all his/her boxes and build the castle will win.

# Follow The Leader



Follow the leader is a game that can be played by two players, but more players makes it really fun.

The aim of the game is to be the only one who has at least one life.

## HOW TO PLAY

Each player throws one dart at BY, closest to the BY goes first.

The first player will throw one dart with the left hand (or the right hand if the player is left-handed).

Because the first player cannot lose a life, a random throw will give the next player a fair chance.

The exact place where the dart lands is written on the scoreboard.

The next player will try to hit exactly the same portion with one of his/her three darts.

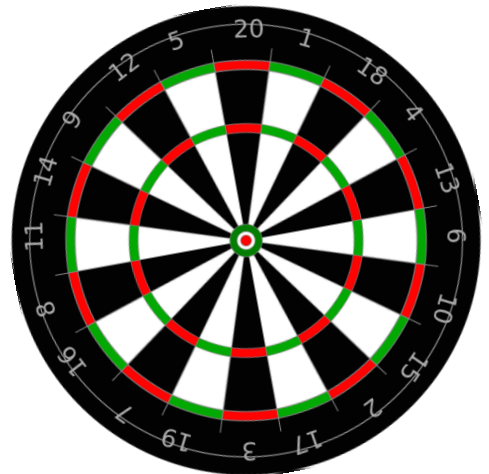


Figure 41

For example if the dart lands on the small slice of the number 12 then you will note S12. If you hit the triple you will note T12, between the 2 circles L12 and in the double D12.

If he does hit the target (for example D12) with the first dart he will then throw the last two darts anywhere on the dartboard to determine the next target.

If he/she is satisfied with the first throw, he may stop. If not he can throw the remaining dart to establish the next number to hit.

In the event that the last dart misses or falls down on the floor then that player will lose a life, and the next one will continue to D12.

If a player hits the target with the last dart, s/he takes all his three darts back and now has three shots to establish a new target.

When no player manages to hit the target in a round, the player that set the target doesn't have to throw, s/he can keep his previous target.

If he wants to change the target (not recommended), s/he first has to hit his target, and only then s/he can change it. If s/he misses with all three darts s/he will lose a life.

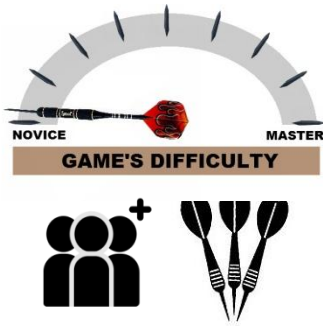
Therefore it's better to not throw at all.

## HOW TO NOTE

The players' names are written on the scoreboard one under the other in the same order they will throw. Draw three bullets next to each representing the three lives.

Every time a player loses a life, a circle will be cut with a tally. When all three are cut, the player is eliminated.

# Dartyzy



This is a game inspired by the game of dice, Yahtzee.

It can be played by two or more players.

The aim of the game is to have the most points after completing the table.

## HOW TO PLAY

In this game the throwing order is not important, because all the players have the same number of chances. (See figure 42.)

The first player will throw the three darts trying to complete one of the 17 goals.

They may be hit in any order

Once all players complete all the goals the one with the highest score wins.

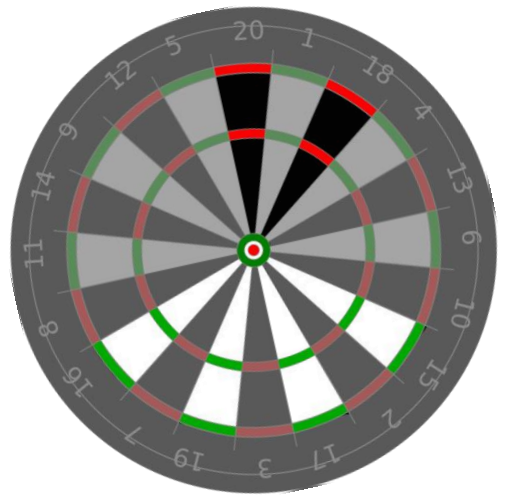


Figure 42

## HOW TO NOTE

Draw a table like in figure 43. Write all players' names across the top of the Scoreboard.

Each round the players are obliged to note the score in one of the boxes. If they don't have where to score they will note a zero in a free one.

The numbers from 15 to 20 shall be calculated like usual. "D" area count as double and "T" area count as triple.

If the sum of the scores for these six numbers is 315 or over, the player will receive 100 points as bonus.

The other goals are:

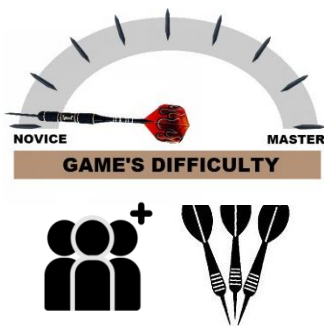
- 1P (a pair) – two of the same number or a double.
- 2P (two pairs) - two of a number and two of another. They can be two numbers and a double or two doubles
- 3K (three of a kind) – Three of the same number or a triple
- 4K (four of a kind) – four of the same number in any way
- SS (small straight) - any three consecutive numbers between 1 and 10
- LS (large straight) - any 3 consecutive numbering between 10 and 20
- F (Full House) - three numbers of a kind and two of another
- B (bull) - each darts 25 points in the B and 50 in BY
- D (dartzy) - 100 points for five Identical numbers
- C (chance) - any score you want

	Ed	Jo	Dan
20	40	80	40
19	38	76	
18	54	54	54
17	34	68	
16	64	64	48
15	15	45	
Sub Total + BONUS	245	487	
1P	40	28	40
2P			44
3K	57		51
4K		48	
SS			
LS		57	57
F			
B	75		100
D			
C			44
TOTAL			

*Ignat*

Figure 43

# Sudden Death



A very fast game that can be played by any number of players. This usually takes no more than a few minutes.

The aim of the game is to be the last player standing in order to win.

## HOW TO PLAY

In this game the throwing order doesn't matter, because all the players have the same number of chances.

Each player throws three darts trying to obtain the highest score possible.

After each round is over, the player with the lowest score is eliminated.

In the next round another player will be eliminated in the same way and so on until only one player remains.

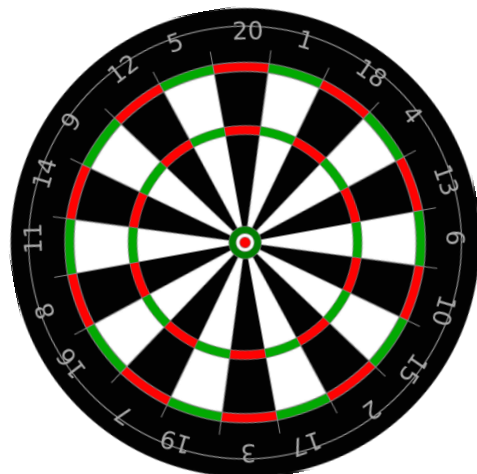
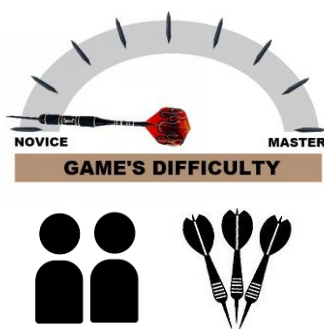


Figure 44

## HOW TO NOTE

A Scoreboard isn't required for this game. You just need to know after each round which player has to lowest score, to be eliminated.

# Sabotage



Sabotage is a fun game for two players or two teams.

The aim of the game is to be the first player with 301 points or more.

## HOW TO PLAY

Each player (or one player from each team) throws one dart at BY, closest to the BY goes first.

The first player will throw two darts trying to reach as high a score as possible.

The score shall be calculated like normal. “D” area count as double and “T” area counts as triple.

Here is the interesting thing because the third dart will be thrown by the other player, and the points scored will be subtracted from the total

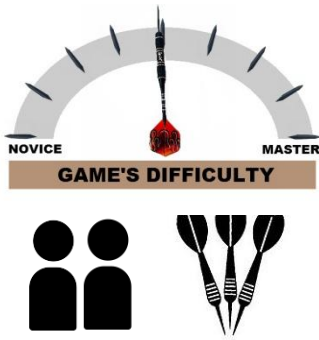
For example if the first player threw D20 and T19 and the opponent sabotaged him/her with a BY then the first player will accumulate  $40+57-50=47$  points

After the score is noted the other player will throw two darts and will be sacked by his/her opponent with the third dart. The game continues this way until one of the players reaches or exceeds 301 points.

## HOW TO NOTE

Write the players name across the top of the Scoreboard and split it in two columns. In each column the current score is noted and the total score after each round.

# Even vs. Odd



A game for two players or two teams only.

It can be played by players of any level because advanced players will be able to limit the dartboard.

## HOW TO PLAY

The playing order can be determined by a throw at BY. Closest to the BY goes first and chooses to play with even or odd numbers. (See figure 45.)

The first player throws their three darts trying to get the sum of his score to be even or odd depending on what he picked.

The opponent will do the same , but for the other numbers.

The “D” area counts as two points and “T” area as three.

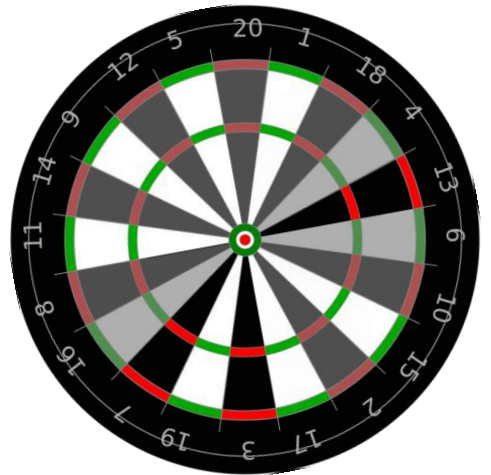


Figure 45

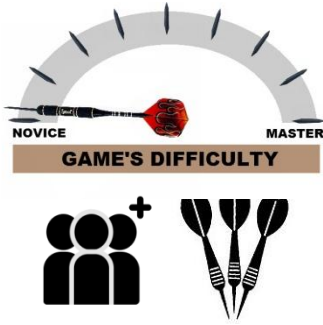
## HOW TO NOTE

It will be a single score for both players. It will start from zero and every time the even player scores one point is added.

When the odd player scores one point is subtracted. If the score reaches 20 then the even player wins.

If it reaches -20 the odd player wins.

# Stuck



Stuck is a game that can be played by any number of players.

The aim of the game is to be the last player to have at least one dart or to hit all numbers on the dartboard.

## HOW TO PLAY

Each player throws one dart. Closest to the BY goes first. First player will throw his three darts trying to hit three different numbers.

These numbers will be removed from the game. If a dart lands on a number that is already hit, the dart remains “stuck” and can no longer be used in this game. If a player loses all his/her darts he is eliminated.

The “D” area count as two points and “T” area as three.

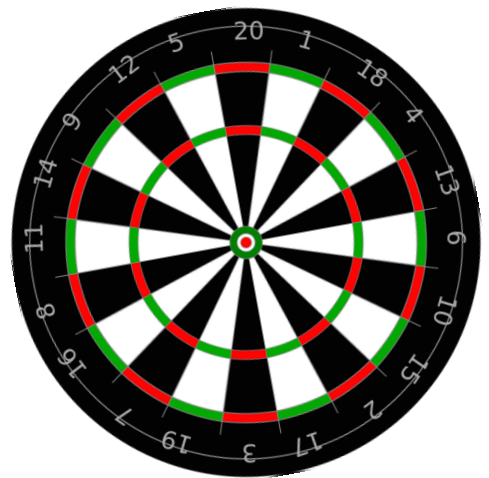


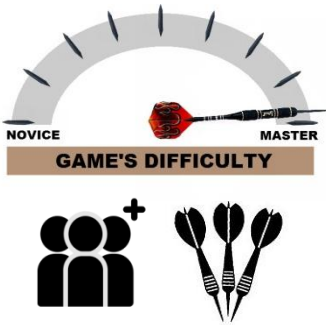
Figure 46

## HOW TO NOTE

Write the players’ names across the top of the Scoreboard in the same order in which they will throw. On the left side write all numbers 20 through 1 and BY.

Every time a player hits a target this is labeled with an X under his/her name. When a player marks all the numbers, he wins.

# Blind Killers



Blind Killers can be played by two players, but is fun in three or more.

In this game honesty is very important so it's better to play with friends or with a referee.

## HOW TO PLAY

The playing order can be determined by a throw at BY. Each player throws one dart. Closest to the BY goes first.

At the beginning of the game each player must have a unique number. (See figure 47.)

Write all numbers from 1 to 20 on tickets and extract them from a hat.

When playing with referee, each player will give him his number without it being seen by the others.

In order, the players will throw at random all three darts avoiding their own number and trying to take the opponents' lives

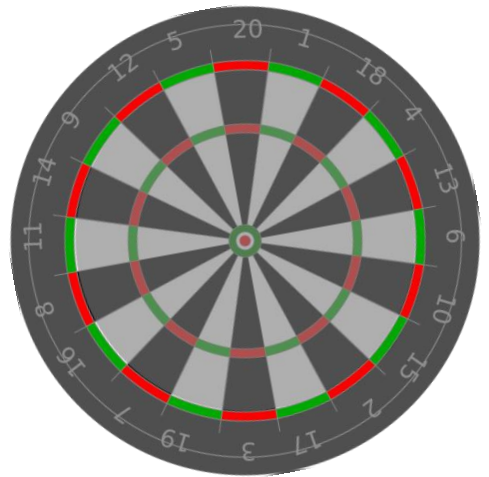


Figure 47

Each player has three lives and when one of their numbers is hit three times, that player is eliminated.

The last one to have at least one life left is the winner.

## HOW TO NOTE

If you are playing without a referee there is no need for a scoreboard.

Players can keep in mind when their number was hit three times and will leave the game.

Use the scoreboard only in the event that you are playing with a referee.

Write the players' names and the order in which they will throw, one under the other. (See figure 48.)

Next to each name draw three boxes, representing the three lives.

When a life is lost, the referee will cut a box with a tally.

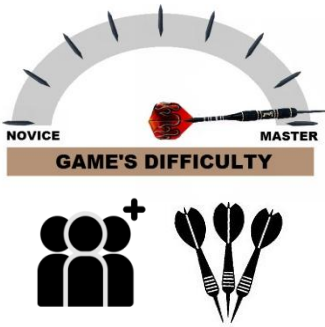
If a player hits double or triple it will take two or three lives at once.

Phillip	<del>○</del>	<del>○</del>	○
Chan	<del>○</del>	○	○
Mike	<del>○</del>	<del>○</del>	<del>○</del>
Jane	○	○	○

*Ignat*

Figure 48

# Steeplechase



this is a very nice game but also good for practice since players must hit targets that you might not normally try to hit.

The game is an obstacle course and can be played by any number of players.

## HOW TO PLAY

One dart is thrown by each player at BY, closest to the BY, goes first. (See figure 49.)

The first three players will throw one dart each with the left hand to obtain three random numbers. The numbers must be different, so if a player hits a number already taken, or BY, he will try again.

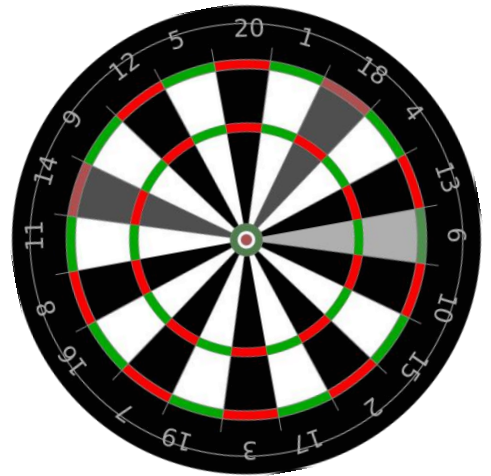


Figure 49

These three selected numbers will be traps and will be more difficult to overcome.

The aim of the game is to win the "race" and to do that a player must hit all the numbers from 20 to 5 clockwise. The players will throw at each number until they are hit.

The three traps set out at the start of the game may be overcome only by hitting the "T" area of the number and for that only three turns are permitted (9 darts).

If after the three turns the player has not managed to get over the obstacle, you are eliminated from the race.

Notes: The advanced players can use just the “S” area of the numbers to race between obstacles.

## HOW TO NOTE

This game will also require the Scoreboard if there are many players.

Write the players’ name on the left side of the Scoreboard. On the top side write the three obstacle numbers. (See figure 50.)

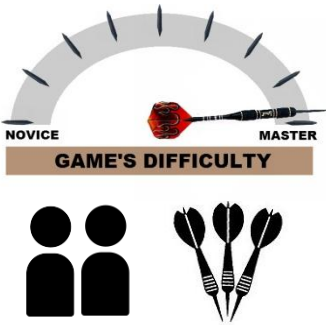
At the end of each turn write down under each players’ name the last number hit.

	4	12	8
Alice	18	13	6 2
Annette	18	4	6
George	4	10	
Kenneth	1		

*Ignat*

Figure 50

# Football



Football is a hard game with simple rules for two players or two teams. The rules are inspired from American football.

The aim of the game is to be the first to reach a score agreed upon at the beginning.

## HOW TO PLAY

The playing order can be determined by a throw at BY. Each player throws one dart. Closest to the BY goes first and chooses his/her "half".

The yard is BY and two numbers, 11 and 6. Each player has 4 "downs" trying to move the "ball" across the board. (See figure 51.)

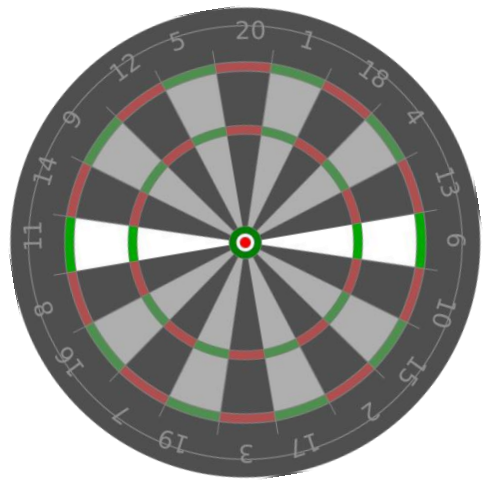


Figure 51

A "down" means three darts are thrown, therefore in total there will be 12 darts thrown by each player in a round.

The game starts from BY and the player from the left side must hit BY, B, S6, T6, L6 and D6 in that order to score a "touch down".

After all 12 darts are thrown, the other player will take possession of the ball from where it is left and s/he has 12 darts with which he will try to move the line back.

When D6 or D11 are hit the player scores one point.

## HOW TO NOTE

Write the players' names across the top of the Scoreboard. Split the board in two columns.

Under each name mark the points reached. When a player scores a "touch down", he will receive 6 points and a chance to throw a dart for an extra point.

To get this point s/he must throw to 20. The "D" or "T" area doesn't count. (See figure 52.)

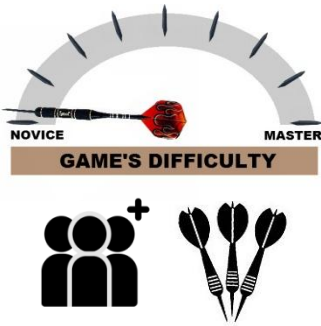
The first player to reach the agreed score is the winner.

Mirela	James
6	7
6	7
7	6
7	
6	

*Ignat*

Figure 52

# High Score



High Score is a game with very simple rules which can be played on most electronic dartboards.

It can be played by any number of players, with the aim of being the first to score 1000 points.

## HOW TO PLAY

The playing order can be determined by a throw at BY. Each player throws one dart. Closest to the BY goes first.

Players will throw three darts each trying to score as many points as they can.

As usual, the “D” area counts as double and the “T” area counts as triple.

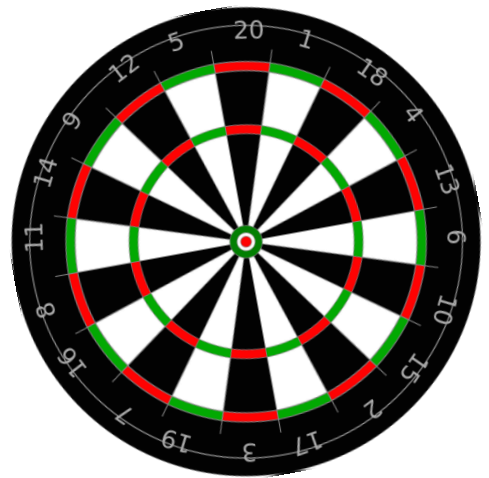


Figure 53

## HOW TO NOTE

Write the players' name across the top of the Scoreboard in the same order they will throw.

Under each name the players will note the points gained in each round and total points until that moment.

The first player to reaches 1000 first (or other score agreed at the beginning) wins.

# Boxed In



Boxed In is a game that can also be played by any number of players.

The aim of the game is to be the last one with at least one life.

## HOW TO PLAY

One dart is thrown by each player at BY, closest to the BY goes first.

Each player will throw a dart with the left hand (or with the right hand if he/she is left-handed) to obtain a random number.

This number is each "box" and must be unique.

If the dart lands on a number that has already been taken or hits out or in BY, the player will throw again.

Just the "S" area of the number is actually "the box". To take someone's life a player must encircle his/her box with three darts.

That means the "T" area of that number and the "S" are of the neighboring numbers.

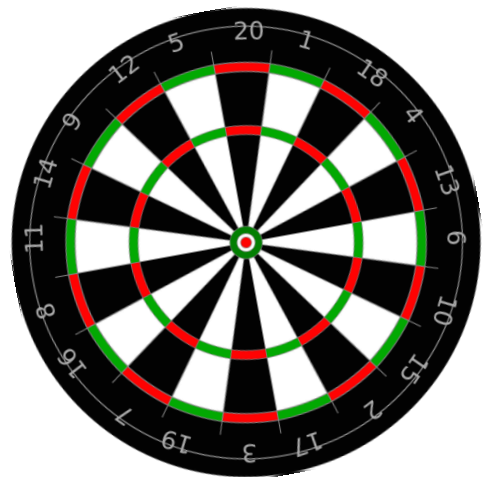


Figure 54

## HOW TO NOTE

Write the players' name the order in which they will throw, one under the other. Next to each name draw three circles, representing the three lives. (See figure 55.)

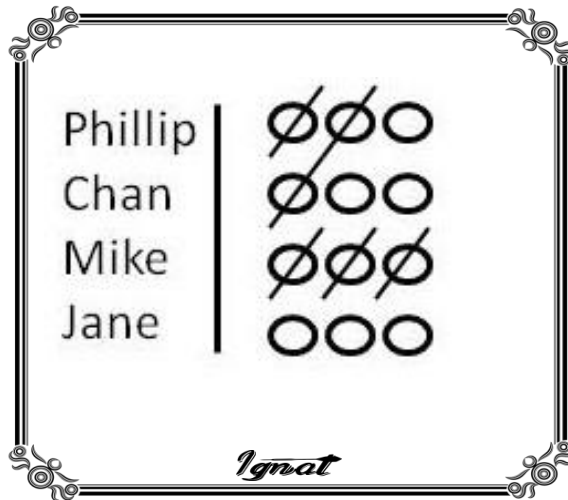


Figure 55

When their box is closed, cut a circle with a tally.

When all three are cut, that player is eliminated.

