AMERICAN DART RULES
(BASEBALL)

Object: Baseball is the most popular American Dart game there is. The object is to shoot "innings" 1-9 (just like in the game of Baseball).

Game Play: This game is similar to the actual game of Baseball. Players try to score as many runs as possible per inning in order to win. The goal is to hit the number that corresponds to the current inning. For example, in the first inning players can only hit a "1" in order to score runs. For any inning, a single is one run, a double is two runs, and a triple is three. A single is the inner portion of the number, a double is the red area, and a triple is the smaller area in between the red and blue area. The blue area is not worth any runs.

Winning: At the end of nine innings, the player or team with the most runs, wins. If the players are tied at the end of nine innings, extra innings can be played (just like real Baseball) until someone wins. In League Play averages are used. League Play also includes a handicap. The handicap is 80% of the difference between the two teams. The 80% is given to the team with the lesser average. In League Play absent players receive 80% of their average on a given night.

ENGLISH DART RULES
(CRICKET)

Object: Cricket is the most popular English Dart game there is. The object is to hit the numbers from 15-20 and the bulls-eye three times, each, which in return "closes" that number out. Once you have closed a number out and your opponent has not, you can now score on that number by hitting it again. The player or team with the highest points scored at the end of the game wins.

Game Play: Player 1 begins by throwing 3 darts at the number of their choice 15-20 and bulls-eye, every time one of the numbers is hit; one mark is put up by that number. If you throw a double it is worth 2 marks and a triple is worth 3. After player 1 throws 3 darts, player 2 would then take their turn throwing 3 darts. Once a player has 3 marks on a number it is now closed out. If the opposing player has not closed out that same number, anytime that number is hit you will accrue points until the opposing player closes that number out. If you have closed out your

20's and your opponent has not and on your 3 darts you throw a triple 20, a double 20 and a single 20, you would get a total of 120 points. The strategy is to start throwing at the highest number of points first and working your way down.

Winning: To win the game you must close out all of the numbers and also have the high score. If you have closed out all of your numbers and your opponent still has a higher score, you will need to keep scoring on the numbers that they have not closed out. Once your score goes ahead, you win, if your opponent closes out all of their numbers before you pass their score, they would win. In case of a tie score the first person to close out their numbers would win the game.

(301/501/701)

Object: The "01" Dart games are amongst the most popular of English Dart games. The game starts with your score being either 301,501, or 701, etc. The object is to be the first one to get their score to zero. You subtract the dart thrown from your score at that time.

Game Play: There are a couple different ways to start and finish the 01 games. You can play "double-in" or "single-in" to start the game. To play "double-in," the player throwing must hit a double before any points will be subtracted from their score; upon hitting the first double those points start the game for that player and are subtracted from the starting score. To play "single-in" the player would just throw their 3 darts trying to get the highest score possible. You can also choose to finish the game with a "double-out" or "single-out." If you are playing "double-out," the player must hit a double that takes their score to exactly zero, if you're playing "single-out" the player must hit any number that takes their score exactly to zero. In both instances you must end with exactly zero, if you go below zero your score resets to what it was before you threw your 3 darts for that round. The most popular "01 game" is the "single-in/double-out" game. Players should use the Out Chart to keep track of their score. (Ex: triple 20 = 60, double 20 = 40, single 20 = 20).

Winning: To win the game you simply need to aim for the highest numbers until you get down to a reachable "out." You should be aiming for the triple 20 at the beginning of the game. Once you get down below 180, you will adjust your throwing to be able to end the game within that particular throw.