

# DARTS RULES

## 301/501/701...

The goal for each player is to reach zero, exactly, by subtracting the amount they score in a turn from the amount they had left from the previous turn.

## AROUND THE CLOCK

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.

## CRICKET

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.

## SHANGHAI

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.

## HARE AND HOUNDS

The first player 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 starts from either 12 or 5. The hound wins by overtaking the hare.

## FIVES

The idea of the game to throw three darts into the board, in turn, to score a number that is divisible by five. The first player to achieve the chosen target number is the winner.

## SCAM

One player is known as the 'stopper', the other player is the 'scorer' The stopper must try to prevent the scorer from scoring by getting his or her darts into the number's segments first. The Bullseye and Outer-Bullseye are not used in this game.