

Choosing A Location: The proper place to hang a dartboard can be a difficult choice:

- The area should be a low-traffic area to decrease the risk of injuries.
- There should be nothing breakable 2-3 feet on either side of the board and preferably nowhere near the board at all. Darts can bounce 8 feet or more off the board.
- You need an empty area roughly 5 feet wide and 11 feet long. Although you can throw over items in the area, it can be VERY distracting. It is also annoying walking an obstacle course each time you pull your darts out of the board.
- The floor should be considered in several ways:
 - A concrete, stone or tile floor will break darts and dull the points.
 - A wood floor will get lots of holes in it around the front of the board.
 - Linoleum or vinyl flooring will also get a lot of holes.
 - Carpet will show A LOT of wear from the traffic between the board and the line.
 - You will need to mark the throw line with either tape, a sticker, or a screwed down wood or metal bar.

Taking all this into consideration, you might want to think about purchasing a "dart mat". This is a roll out rubber mat that serves several functions. It protects the dart from breaking and dulling, it protects the floor and marks the proper distance to the throw line.

- There should be adequate room for spectators and players when they are not throwing.
- There needs to be a place for a score board in sight from the line, preferably right next to the board.

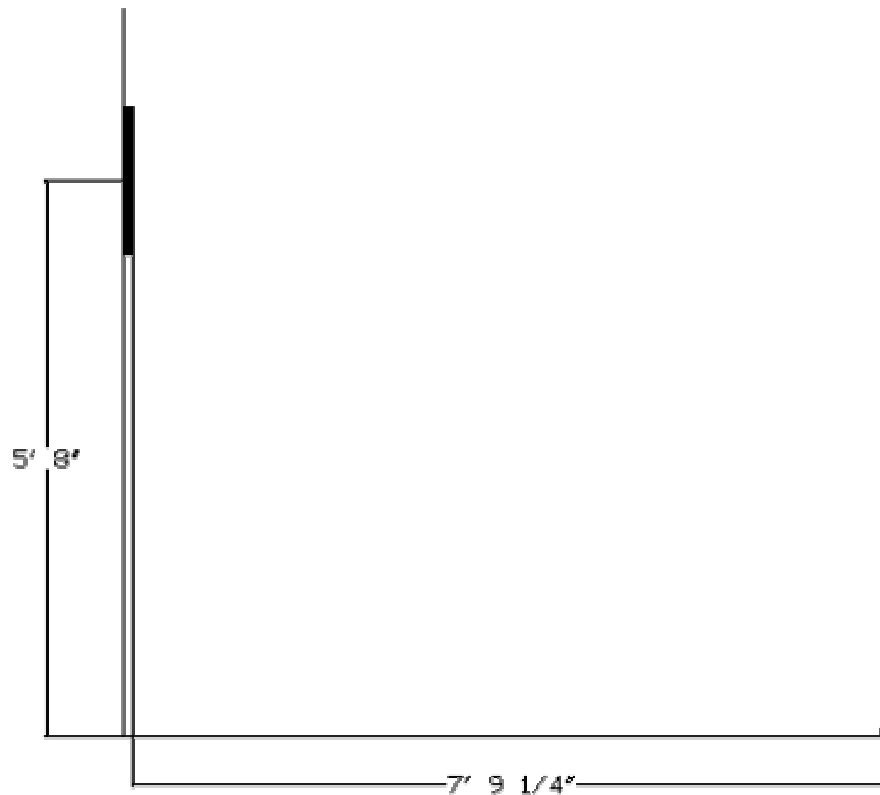
Hanging The Board: The board needs to be hung exactly 5 foot 8 inches from the floor to the CENTER OF THE BULLSEYE. Good quality boards are hung from the center, making this measurement easy. If you have a board that hangs from the top, you will have to measure the distance from the center of the bullseye to the hanger and add that to the height. If a backboard is used to protect the wall around the board, this will also have to be centered around the board.

Marking The Throw Line: The throw line (also known as the oche, toe-line or hockey) should be about 3 feet wide. It may be made of tape, a store bought throw-line sticker, a piece of wood or metal. It should be placed exactly 7 foot 9 and 1/4 inches from the FACE of the board for a standard steel-tipped setup. For soft-tipped darts, the line should be 8 feet from the FACE of the board. (NOTE: Some British pubs use an 8 foot or 8 foot 6 inch measurement for steel tip darts.) To measure from the face of the board, have someone hold a plumb line from the bottom-front of the board to the floor. If you don't have a plumb line, you can use

a piece of string with a pencil or dart tied to one end. Make sure the throw line is exactly perpendicular to the face of the board and centered with the board. This can be accomplished by measuring from the bullseye to each corner of the line.

sservanNO-SPAM@ccis.com (Delete the words NO-SPAM to contact him) suggested a great idea. If you have a carpeted area where you are going to set up your dartboard, you can use a strip of wood or metal with the "hook" side of a piece of Velcro attached to the back as your throw line. You can stick it to the carpet when in use and it won't move, then just rip it up when you're done.

Proper Setup Of A Darting Area:



Lighting: Proper lighting of the dartboard is very critical. It is important to be able to tell exactly where the dart landed without moving from the throw-line. The ideal lighting is from 2 lamps mounted from the ceiling to the left and right of the board. Obviously, in a home this can be a little ugly and expensive. The main goal is to light it reasonably brightly and create as little shadow as possible. I mounted a little "piano light" (the kind you hang over a rapainting) that I bought at Ikea for \$10.00 about 4 feet in front of the board on the ceiling. It works beautifully.

The General Rules Of Darts: The following rules are generally accepted for all games played with steel-tipped darts on a standard English dartboard. There will always be some variations on these rules depending on area, game and people you might be playing with. Most of the rules are not going to go into great detail about because of exactly this reason. I recommend if you are a beginner to be sure and check with your opponent(s) and/or partner(s) about any rulings until you are comfortable with the way the game is played in your area.

- Any dart may be used provided its total weight is under 55 grams.
- The dartboard and throw line are set up as described in [Dart Board Setup](#).
- Playing order is determined by a throw of one dart to the bullseye from one player on each team. Closest to the bullseye goes first. If the first dart hits the bullseye, the next shooter has the option of removing the dart from the board. If the second shooter then hits the bullseye, another throw at the bullseye is done with the throwing order reversed. If the second dart is not removed from the board, and the second shooter hits the bullseye, the second player "wins" the bullseye.
- Winner of the bullseye throw has the choice of what game will be played.
- Player stake returns, one player from each team, alternate throughout the game. If a player plays out of turn, and it is discovered before the next player on the same team throws, the darts are voided and the playing order resumes. If it is discovered after the next player on the same team throws, the offending player on that team should skip a turn to return to normal playing order.
- Each player throws up to three darts as needed in each turn.
- If a player's foot extends over the throw line, it is called a foul and all three darts thrown in that round do not count.
- A player may lean as far over the line as they desire, as long as they are not standing with any part of their foot over the line.
- The dart is scored where the point enters the board.
- The wire that divides the board determines where the dart entered the board, not the colors.
- If a dart bounces out of the board or is knocked out, the dart does not count nor may it be thrown again.
- If a dart falls out of the board before it is scored or pulled out by the player, it does not count. It is, however, legal to go to the board and grab a dart before it falls out, but only after all darts for that round have been thrown.
- When a player has thrown their darts for the round, they should be agreed upon with the scorekeeper or the opponent and marked on the scoreboard (appropriately for the game being played) before they are pulled from the board.

Some of the More Popular Dart Games:

x01: x01 (pronounced oh-one) is probably the easiest game to learn. The rules are very simple, yet the game requires skill in order to play well and win. It is a very good game for beginners because it develops accuracy around the whole board and the simpler rules allow the player to concentrate on their throwing.

The Object: The game play starts with a score of 301, 401, 501, 601 or 1001. The object is to get to exactly zero by throwing rounds of three darts and subtracting the sum of those darts from your current score. Games may be played as "double-start" (also called "double-in") or "straight-start" (also called "straight-in") this will be explained in THE PLAY section of this page. Games may also be played as "double out" ("double finish") or "straight out" ("straight finish") however "straight out" is extremely rare. Games of 301 and 601 are typically played as double in/double out. While games of 401, 501 and 1001 are typically played as straight in/double out.

The Scoring: The agreed upon starting score of the game is written at the top center of the scoreboard (ie: 301) with a vertical line drawn down the center of the scoreboard. "DD" or "SD" are written above or below the starting score to indicate the agreed upon game (double-in/double-out or straight-in/double-out). After each round, the total points thrown is written on the board along with the remaining score on that player/team's side of the board. A score of 100 is called a "ton" and is written on the board as a "T". Scores over 100 are called "ton" plus the rest that was thrown. For example a score of 120 would be called "a ton and twenty" and would be written on the board as "2T0".

The Play: Both players (or one player from each team) throw one dart each at the bulls-eye. The closest to the bulls-eye gets to throw first. Typically this player also names the game to be played. The initials of the players are written above each column of the scoreboard with the winner of the bulls-eye on the left.

If the game was called as a straight-in game, the first player (winner of the bulls-eye) begins by throwing three darts trying to attain the highest score possible. Each dart is scored by the number where it lands with the thin inner ring being worth 3 times the number indicated and the thin outer ring worth 2 times the number indicated while the two large sections score exactly the number indicated. Thus the highest attainable score with three darts is 180 by hitting three triple 20's.

If the game was called as a double-in game, the first player must hit any double on the board before they may begin counting their score. For example if the player threw a single 20, a double 20 and a single 20 the score would be 60.

points. The first dart did not count because the player only these second and third darts did count. Once a player subsequent rounds do not require a double be thrown

had not yet hit a double so has "gotten in" again.

Play continues alternating the players on each side of the board. When the scores get low the player starts to need to think about "out". The exact number a player should start to think about this varies with ability. A beginner should try to get to 40 or 32 (see the STRATEGY section) while an expert will start looking at 160!

board. When they are going to get about this varies with the STRATEGY section)

A "double out" game means that you must hit a double exactly zero to win the game. For example, if you have 3 hit a double sixteen with your first scoring dart to sixteen and hit a single eight, you now have 24 points of 24. Let's say that now you score 23 points with your remaining "busted" because you only have 1 point and there is 1. When you bust, all darts you throw in that round do over. You also bust if you end up with less than zero or if your last dart was not a double.

that makes your score 2 points left, you must n. If you miss the double left and now have a score ining two darts. You o way to throw half of not count and your turn is if you hit exactly zero but

A "straight out" game means that no double is needed arrive at zero points. Therefore, if you had a score of 16's will win the game. The only way to "bust" in a straight out game is to end up with less than zero as your total score.

to win, you must simply 32, simply hitting two single ight out game is to end up

Strategy: For a beginner to intermediate player there are two simple strategies to follow. As players become more skillful they will be able to hit anywhere they aim for and will simply shoot for the most points and the quickest available "out".

There are many variations of "out-charts" available for various levels of players. An out-chart tells you the proper way to end a double-out game in two or three darts from almost every score of 160 or less. Beginners often try to hard to hit these difficult outs and worsen their position in the game.

Beginners should try to reach 32 points for their out (for this is simple, if you just miss the double 16 and hit 16 points left and you need a double 8. Do the same with a double 4, and so on. If an odd number was tried for (score of 34) and you missed into the single, you now would have to throw an extra dart to get an out. If we follow the example of 34 out, your first dart misses and lands in the single 17. You now have a score of 17 so you must throw an odd number to make the score even again. This gives the other player more opportunity to get out before you.

the double 16). The reason that a single 16, you now have hit the 8 and you need a say a double 17 from a ld have to throw an of 34 out, your first dart misses . There is no double 8.5 ain. This gives the

The second most important strategy is to throw your strongest number.

strongest number.

Obviously better players will be aiming at the triple 20 points. A lot of players don't do well with 20's, so they throw at triple 15's and can hit one out of six in all three darts into the single 15 your score will be 60 and 5's you might hit if you can't hit the 20.

0 to try to score the most points with triple 19's. Even if you hit the triple or can simply throw much better than all the 1's

Around The Clock: This is a very easy game, but good practice because it uses the whole board. It is also a very fast moving game and can usually be finished in under 10 minutes. Any number of players can play. Handicapping can be done by limiting the target area of stronger players.

The Object: To hit every number on the board IN ORDER with one dart and finish before the other players.

The Scoring: Scoring is not needed in this game as long as everyone can remember what number they are up to and what order they shoot.

The Play: The first player tries to shoot first at 1, when a one is hit, play moves on to two and soon until all three darts are thrown. Then the next player then does the same thing, and so on. Remember only the number that the player is shooting for counts and all the numbers must be shot in order.

Strategy: There isn't any.

Cricket: Cricket is my most favorite dart game and also the one that I learned first. It is also the most common one played in bars across America. Cricket is a game that, unlike 01, requires some strategy which can help a weaker player beat a stronger player.

The Object: The object of the game is to "close" all your numbers (20 down through 15 and bulls-eye) and end up with more or equal points to your opponent. To close a number, you must hit three of that number.

The Scoring: The score board is drawn with the numbers 20 through 15 and

