

Darts



by **PITCHGAMES**

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The Dartboard

The target is divided into 20 sectors ranging from 1 to 20; the Bullseye, in the center of the Dartboard.

These sectors are themselves divided into different larger or smaller parts :

- 1 singles (black and white): singles are the two largest parts of a sector (a touch in a single counts once):
- 2 doubles (green and red): double is the outer part of a sector (a hit in a double counts twice):
- 3 triples (green and red): triple is the central - so-called inner - part of a sector (a hit in a triple counts three times):
- 4 the outer Bull (green) or single bull : a touch in the outer bubble counts, depending on the game, for one touch or 25 points:
- 5 the inner bubble (red): a touch in the inner bubble counts, depending on the game, for two touches or 50 points.

The Oche (throw line)

This is where the "darts" will be placed to send them to the dartboard.

To balance the differences in level between the players, define for each the appropriate throw line (green or red).

The pucks are placed in front of the line, along it, at the place chosen by the player.



The Darts

Unlike the traditional game, these are "darts" pucks that you will throw.

Generally speaking on your turn, you will throw your 3 "darts", one after the other. It's called a volley.



During a volley, it is possible for one dart to displace another, either unintentionally or on purpose.



This is why the result of your volley will only be recorded at the end of it.



You never have to throw all 3 "darts".

READ A "DART"

When the puck hits a double or triple zone (or the bubble), the "dart" is considered to have landed in that zone.

If the puck straddles 2 sectors, the center white dot of the "dart" defines the sector reached.

Ex : The green dart hits the double 10 and the double 15 at the same time. The central white point of the puck is located in the continuity of sector 15. The result of the green dart is therefore double 15.



501

Goal : be the first to reach exactly zero.

Each player starts the game with a capital of 501 points. Players take turns throwing a volley of three (or fewer) darts.

At each end, the score of the darts is added and the result is subtracted from the player's capital.

If zero is exceeded, the entire current flight is cancelled.

VARIANTS

301

Each player starts the game with a capital of 301 points.

Double Out

The dart bringing the score to 0 must be a Double. A player with 1 can therefore no longer win.

KILLER

Goal : be the last player alive.

1. Each player starts by throwing a dart from their wrong hand to set their unique personal number. Two players cannot have the same number.
2. To become a Killer, players must get a full K by hitting their own number 3 times. Each line of the K corresponds to a life.



1 touch



2 touches



3 touches

3. When a Killer touches a player's number, he loses 1 life (2 on a double, 3 on a triple). Each life lost erases a K bar for the affected player who will have to target his number again to become a Killer again. If a killer hits his own number, he also loses life. When a player drops to -1, he is eliminated.

N.B : A killer cannot kill a player who has not yet thrown a dart.

CRICKET

Goal : be the first player to « close » sectors from 15 to 20 and the Bull.

Players take turns throwing a volley of three (or fewer) darts.

Closing a sector corresponds to making 3 hits in it. A double is worth 2 hits and a triple is worth 3 hits.

SCORING

Scoring is done in the central columns of the scoreboard as follows :



1 touche



2 touches



3 touches

Points Variant:

When a player has closed a sector before his opponent, any new dart he places in this sector earns him the corresponding number of points.

His opponent must in turn close the sector to prevent him from scoring.

The game ends when a player has closed all the values and the winner is the player with the highest score.

Cut Throat Variant :

When a player scores points in a value, they are awarded to all of their opponents who have not closed that value. The winner is the first player who closes everything and has the lowest score (or equal to that of an opponent).

This variant is especially interesting when the number of players is greater than or equal to 3.



FOOTBALL

Each player chooses a team color (red or green).

A player "takes control of the ball" as soon as he has sent a dart into the half-bubble (green). He will then score as many goals as darts he sends into the doubles of his opponent's color, and this as long as the latter has not stolen the ball from him by also sending a dart into the half-bubble.

When a player with the ball sends a dart into a double of his color, he scores an own goal.

Set the length of the game by choosing the number of goals to score to win (5, 10 or 15).

Champions League variant:

To harden the game, recovering the ball is done by sending the dart into the bubble (red).

World Cup variant :

Triples can replace Doubles

COUNT UP

The principle is simple. A number of turns is fixed (for example 10). The goal is to score as many points as possible in that number of rounds.

THE CLOCK

The goal of the game is to put, in order, a dart in each segment of the target. Starting with 1, each successful touch advances to the next number up to 20.

We usually finish with the central circle, starting with the single bull and finally the bull.

Sniper Variante :

The validations of sectors 1 to 20 are done on the doubles.

History of Darts

The game of darts has its origins in the 14th century and was then used as a game of military entertainment, a pastime between two battles, during the medieval era in England.

This game, more than 700 years old, already served the impulses of competition between soldiers wishing to impose themselves against each other.

The game, because of its accessibility to all ages and all physical conditions, quickly gained popularity, including with King Henry VIII of England. Quickly, the king's court and then the rest of the English people adopted the game.

There were no rules then, but the game reached such a level of popularity that innovation got involved. Thus was born in 1896 the system of arrangement of numbers around the dartboard that we know today, established at the time by Brian Gamlin, a carpenter from Lancashire.

The 20th century was not kind to the game of darts and almost caused its extinction. In 1908, the owner of a pub had to appear in Leeds City Court for allowing customers to play darts in his establishment.

The reason for this appearance was that the game, considered a game of luck, was therefore illegal. To prove to them that it was not a matter of luck but of talent, the accused brought in the best darts player in town, William Annakin, who then undertook to show the magistrates present in the room his qualities of pitcher, its precision and its regularity, which closes the business as well as the continuations.

The first darts competitions were created in the 1920s. In 1939 the world championship had more than 3,000 participants.

The game became one of the favorite pastimes of American soldiers during the Second World War, temporarily deprived of a bar but who found an almost unusual comfort in this activity. This army helped to spread the craze for this sport-game in the rest of the American continent.

In 1972, news of the World individual darts championship was broadcast for the first time on television and in no time the champions of this discipline became the subject of large-scale tabletop conversations with people of all horizons.

