



### GENERAL RULES OF DARTS

1. Hang the board as shown in the diagram.
2. To decide who throws first, each player or one from each side throws one dart, the player hitting nearer the centre throws first.
3. Players throw alternately, three darts each throw.
4. Darts only score that remain in the board on completion of a throw.

### TOURNAMENT DARTS

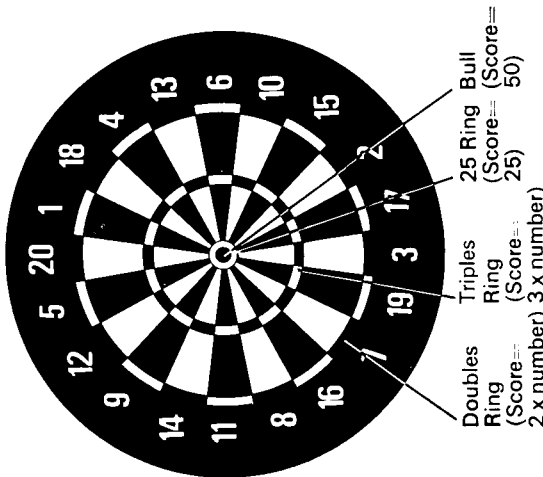
- (Clock or 20 Point Face)
1. Each side starts with 301 points. The method of scoring is to subtract each score from the remaining total.
  2. The first side to reduce their score exactly to zero is the winner.

3. Games must be started by throwing any double. No darts count to a side until they have thrown a double.

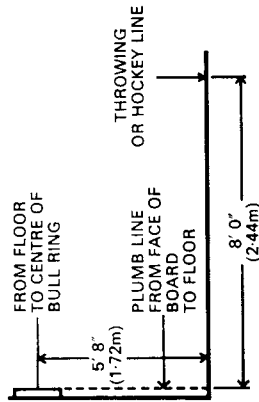
4. To finish, a double (or bullseye) which exactly reduces the remaining score to zero must be thrown.

5. If a greater score is thrown than is required to reduce the remaining score exactly to zero, the whole throw of three darts does not count and the score remains as it was before that particular throw was taken.

6. The score of 301 is used mainly for games between two individuals. For team play the opening score should be increased to 501 or 1001 depending on team size.



Diameter of Board 18in (46cm)



PLAYERS TOE MUST NOT BE IN FRONT OF LINE WHEN THROWING

Warning. Not a toy. May cause injury. Do not allow children to play without adult supervision.

### ROUND THE CLOCK

(Clock or 20 Point Face)

1. The object of the game is to make the numbers 1 to 20, then double 20, triple 20 and Bullseye in that order.
2. If a player makes a number or numbers with his throw, he is allowed a new throw of 3 darts, continuing until he fails to make a number, when play passes to his opponent.

3. Doubles and triples count as straight numbers in this game.

### ALL FIVES

(Clock or 20 Point Face)

1. The total score for each throw of 3 darts must be divisible by 5, each multiple of 5 scoring 1 point.

2. Each dart in a throw must score.

3. The side to reach 51 first wins.

4. To go out, all 3 darts must be used and score a total which when divided by 5 and added to the previous score exactly makes 51.

5. A score which would give a final score of more than 51 counts as no score for that turn and the previous total stands.

### SCRUBBERS or CRICKET

(Clock or 20 Point Face)

1. This game has the unusual feature of giving a player the alternative of increasing his own score or attempting to prevent his opponent from scoring.

2. Only numbers 10 thru 20 and Bullseye are used.

3. Before scoring on a number, a side must hit the number 3 times, not necessarily in one throw.

4. When a number has been hit 3 times by a side it is 'open' to that side and further darts hitting that number score.

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5. When both sides have hit a number 3 times it is 'closed'. Neither side can score on 'closed' numbers.

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6. The side who 'open' a number can continue to score on it until the other side 'close' it.

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7. The game ends when all numbers are 'closed'. The side with the higher score wins.

#### BASEBALL DART GAME (Baseball Face)

1. Baseball Darts are played on a Baseball Board Face, and all of the rules of Major Baseball apply.

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2. When two are playing the game, the first player throws at the board until he makes three outs, then marking his score in the first half of the inning. The second player throws his darts until he gets three outs. The game continues until the usual nine innings are played.

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3. When the teams are playing, the first player on team "A" throws a dart and continues until he gets an out or a hit. Then the second player on the same team gets his turn and so on until the side has three outs. The game continues until nine innings are played by each team.

#### Scoring

- H – centre circle scores a home run.  
 3 – counts as a three-base hit, scoring all runners on base.  
 2 – counts as a two-base hit, advancing all runners two bases.  
 1 – counts as a one-base hit, advancing all runners one base.

Four balls advances batter to 1st base.  
 Three strikes count as out. Foul counts as strike.  
 Three outs retire the side.

E – counts as error, batter reaches 1st base, advancing all runners one base.

SB – counts as stolen base. Man on base nearest home advances one base. If no runners on base, dart does not count.

DS – double steal – men on bases nearest home advance one base. If only one runner on base, dart does not count.

DP – double play: two outs.

TP – triple play: three outs.

SH – sacrifice hit.

PB – passed ball – runners on bases, advance one base.

FO – foul out, counts as fly out. The batter is out and the runner nearest home advances one base.  
 Darts that fail to hit the board count as strikes.

#### CLOCK BASEBALL

(Clock or 20 Point Face)

Baseball may also be played on any 20 point or clock board. Each player throws 3 darts. He throws first for the No. 1 segment. A dart in this segment counts 1 run, in double 1 counts 2 runs and in triple 1 counts 3 runs. A dart thrown in any other segment is an out. The opponent then throws for No. 1. During the player's second turn he throws for No. 2, etc. until 9 innings have been played. Player with the most runs wins.

#### HIGH SCORE

(Target Face)

High Score may be played on any target face (Fig. 3). Each player throws three darts, and totals his score. Game is 1,000 points, or may be varied dependent on the player's skill.

Printed in England for General Sportcraft—  
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 name in darts