

Darts 301



1. Before any score is counted, the player must begin by hitting a double. This means any dart between the two wires on the outer rim of the board denoting the doubles area. Once a “double” is thrown, that dart and all others during the throwing players turn will count on the score.
2. The score is determined by subtracting the score of each thrown dart from 301. Remember the outer ring counts double and the inner ring counts triple the indicated score.
3. The winner must reduce his score to exactly zero with the last dart being a double. For example, if the player has 32 left to reach zero the player must hit a double 16. If 16 is scored, the player must then hit a double 8 and so on.
4. If the player scores more than the exact score needed, the whole turn of the three darts does not count and the player’s score remains as it was before that turn was taken. For example, if 16 is required and the players score 17, the score remains at 16. Likewise, since the final score must be doubled, if single 16 is hit the turn does not count and the score remains at 16. If 15 is hit, the turn does not count since you cannot go out on a single 1.
5. If a dart hits the board and sticks for any amount of time and then falls to the ground, that score stands. If the dart falls to the floor immediately after hitting the board, the dart is considered dead and cannot be re-thrown.
6. The decision to play which club will be determined prior to the beginning of the game. Winners will be decided through single elimination.