

Senior Games / Darts Information

Monday, August 26, 2024, 2:00 PM – 3:00 PM
High Desert Archery/ 940 Matley Lane #5 / Reno, 89502
Host / Lynette & Jeremy/ 775-432-4041

Singles Only. Competitors will be separated into Men and Women's then by age 50-54; 55-59, etc.

Equipment: Darts will be provided at the location. Players may use their own darts if they meet the following requirements:

Darts must have unaltered factory issued darts and tips.

Darts must not exceed 8 inches in length.

Complete darts may not exceed 250 grams in weight

Flight may be no wider than $\frac{3}{4}$ ", as measured from shaft to flight edge, and may not have more than four wings.

All boards have throwlines positioned 8 feet from the bullseye to the front of the throw line.

This can be measured using the markings on either side of the dart board base.

Rules:

1. Players stand at the throw line. It is legal to lean over the line. Shooter may step on, but not cross, the line. A player's dart must make contact with the board before the player's foot makes contact with the floor in front of the throw line.
2. Each player throws a maximum of three darts per turn. A player will always be allowed to throw all 3 of their darts.
3. Any dart thrown counts as a throw, whether it sticks; misses the board and bounces out, or if it misses the board completely. A player may not throw any darts over again.
4. Darts on the board may not be touched until the turn is over and counted.

Scoring:

Each player begins with **301** points and gets 3 darts per turn. Switching off, players throw their three darts at the board one at a time and try to rack up points. At the end of your turn, add the points earned and subtract them for your total. Players continue until they reach zero.

Bullseye scores 50, the outer ring scores 25 and a dart in the double or treble ring counts double or treble segment score. The objective is to be the first player to reduce the score to exactly zero, the only caveat being that the last dart thrown must land in the double or the bullseye.

A player “busts” when they score more than the remaining points needed to win the game. For example, if a player has 32 points remaining and they hit a score of 34, they have “busted” and their turn ends. The player’s score then goes back to what it was at the start of the turn.

Scores on the board:

- The number on the board is amount of the point scored.
- Hitting the outer ring area (Double) scores a double. The score is twice the number on the board.
- Hitting the thin ring inside the point area (Triple) scores a triple. The score is triple the number on the board.
- The circle in the center of the board is the bullseye (50 points).
- The circle outside the center of the board counts as 25 points.

The host will keep score after each throw.

There are a few slight rule variations to the basic game that may be different depending on where and with whom you are playing.

The most popular variation to the rules is the options to double-in. In a professional darts game, you do not need to double-in before you start subtracting from our score. This is done to speed up the pace and action of the game.

See 501 rules [Professional Darts Corporation \(PDC\) - Darts Regulation Authority Rule Book](#)