dart games

planet finska darts

Darts

1. Hang the board as shown in the diagram on the reverse side of this sheet. The official height of the dartboard is 5 feet 8 inches (approx 173cm), which is measured from the floor to the board's centre (bullseye). The distance between the front of the board and the "oche" or throwing line is 7 feet 9¼ inches (approx 236cm).
2. To decide who plays first, each player, or one from each side, throws one dart. The player who hits nearest the bullseye starts the game.
3. Players throw three darts consecutively on each turn.
4. At the end of a player's turn, only the darts that remain within the scoring zones of the board are scored.

Tournament Darts Rules

1. Each side starts with 501 points (which can be increased to as much as 1501, or decreased to as little as 301 points depending on how long you want the game to go for). The method of scoring is to subtract each score from the remaining total. The score of 501 is used mainly for games between two individuals. For team play the opening score should be increased depending on team size.
2. Some tournaments are started and finished with "doubles in" & "doubles out", where players must score a doubles number to begin and to finish the game. However games can also be started "straight in" where players can hit any score on the board to begin.
3. The first to reduce his score exactly to zero is the winner.
4. To win, a double (or bullseye) which exactly reduces the score to zero must be thrown. e.g. if 40 remains to be scored, then the player must throw a double 20 (outer ring 20) to finish and win the game.
5. If a greater score is thrown than is required to reduce the remaining score exactly to zero, then none of the three darts count for that turn and the score remains as it was before that player's turn began.
6. Each game is called a "leg". 3 legs make a match and the ultimate winner is the player who first wins 2 legs. This can be varied. Other tournaments will be played in "Set Format" whereby players must win a set by winning the best of 5 legs, before claiming the match in the best of 5 sets.
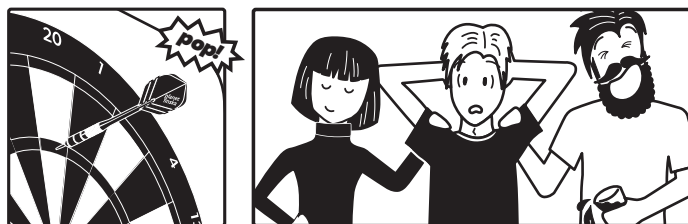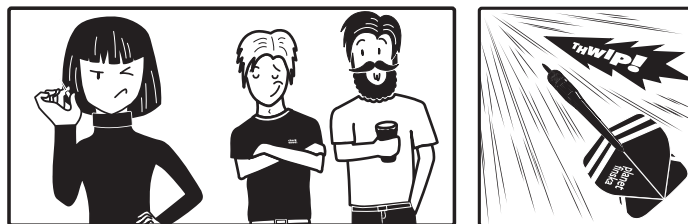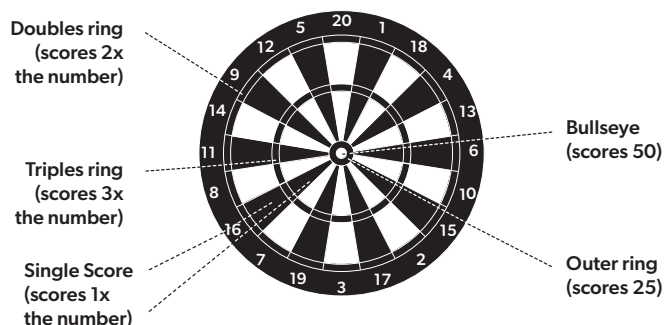
Scoring

Doubles ring: this is the outermost ring which doubles the score number that's hit.
Triples ring: this is the next ring inwards from the outer ring. This triples the score number that's hit.
Bullseye: this is the very centre circle of the board, which scores 50 points.
Outer: this is the ring around the bullseye, which score 25 points.
Singles: All other segments of the board score 1x the number hit.

Doubles ring
(scores 2x the number)

Triples ring
(scores 3x the number)

Single Score
(scores 1x the number)

Bullseye
(scores 50)

Outer ring
(scores 25)

Around The Clock

This game can be played by any number of players but is best suited for 2-4. The aim of the game is to hit all numbers in order from 1 to 20, then finally the bullseye to win. To make the game even more interesting, if a player hits the double or triple segment of the number they are on, they can advance two or three numbers instead of just one. e.g. if a player that requires a 7 shoots a triple 7, then it counts as a 7, 8 and a 9 and the next number they must shoot for will be 10.

Bullseye

Each player takes turns throwing three darts and totaling his score. The first player to score 1,000 points or more is the winner. Beginners may decide to play for smaller total scores such as 250 or 500.

Darts Cricket

Darts Cricket combines elements of "Around the Clock" and "Bullseye" in a single competition.
1. Two innings are played.
2. In the first innings one player bats and the other player bowls. For the second innings the roles are reversed.
3. Players alternate by taking turns to throw their 3 darts at the board.
4. The batting player simply throws all three darts and accumulates as many points (runs) as they can.
5. The bowling player throws all three darts and attempts to take 10 wickets in order to end the batting player's innings. The first wicket is taken when they shoot a 1, the second wicket is taken when they shoot a 2, and so on.
6. If the bowling player shoots a double or a triple for the wicket number they are targeting then it will count as 2 or 3 wickets respectively. e.g. if the bowling player has already taken 4 wickets then shooting a double 5 will result in the 5th and 6th wickets being taken and the bowling player is now targeting 7 for the 7th wicket.
7. The batting player's innings ends after the bowling player has taken the tenth wicket.
8. After the two innings are completed the player with the most runs scored while batting is the winner.

assembly instructions

Parts

#1	#2	#3	#4	#5
Mounting Plate	15mm Screw (2pcs)	19mm Screw (1 pc)	Bumper (3 pcs)	16mm Nail (3 pcs)

***NOTE* –** *mounting method is the same with or without Planet Finska's* **Dartboard Surround.**

Step 1 – Fix Mounting Plate #1 to wall

Measure and mark on the wall a distance of 1.73m from the floor. This is the height of the centre of the mounting plate when installed. Attach mounting plate using the two #2 screws provided or alternate fixtures if required. **Please ensure that fixtures take into account the weight being hung and the type of wall you are mounting on (e.g. masonry, gyprock, timber wall).** The dartboard alone weighs approximately 5kg. If a Planet Finska dartboard surround is also being used then the total weight to be supported is approximately 8kg. **Please seek professional advice if you are unsure of the fixture method required for your wall.**

Wall Anchor
NOT PROVIDED
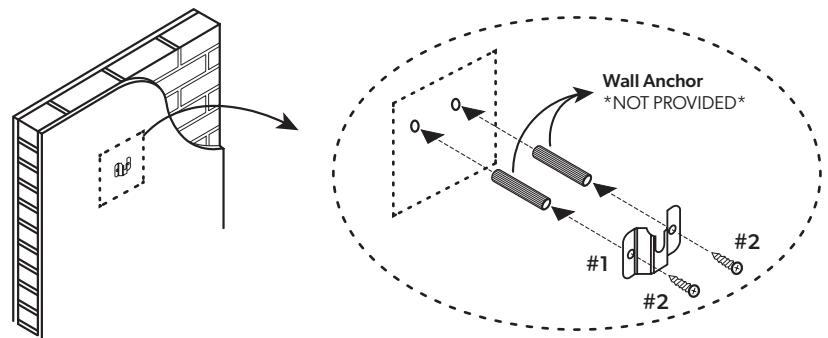
Step 2 – Attach the 3 bumpers

Use the three #5 16mm nails and #4 bumpers to secure bumpers to back of dartboard. All positions are pre-marked.

Step 3 – Attach central hanging screw

DO NOT insert #3 screwhead all the way into board. Leave approximately 3-4mm between the back of the board and the protruding screw head so that it can slide into mounting plate.

4mm
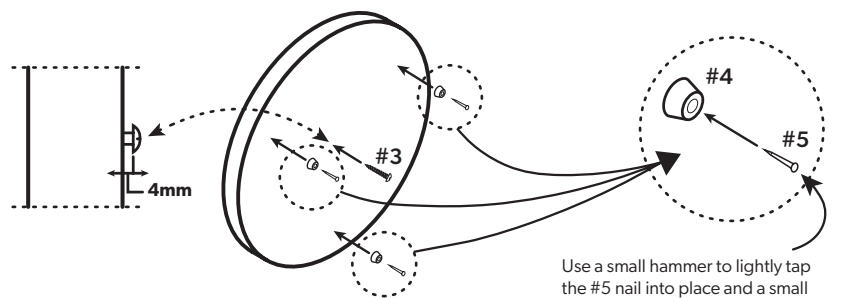
Use a small hammer to lightly tap the #5 nail into place and a small flat punch to finish driving it into the bottom of the #4 bumper

Step 4 – Hang Dartboard

Hang the Dartboard on the mounting plate slot using the hanging screw in the centre of the back of the dartboard.

Dart board

Centre of Bullseye

Wall

Throwing Line

173cm

236cm
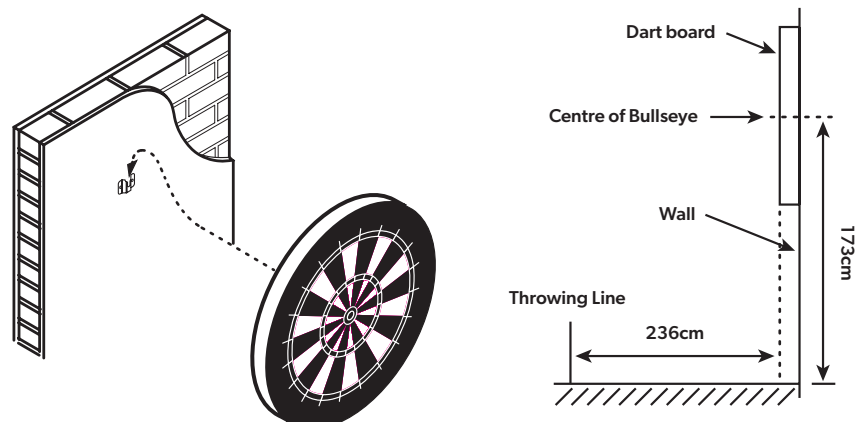
About Us:

Planet Finska are Australia's leading designer and merchant of properly crafted traditional games. Our games are real, not virtual and catalysts for family and friends to socialise, laugh and create memories.