

501 Darts Game (Single In, Double Out)

Objective

- Reduce your score from 501 to exactly 0 before your opponent does.

Setup

- Standard dartboard
- Two players or teams
- Each player starts with a score of 501

Rules

1. Order of Play: Players take turns; each turn consists of throwing 3 darts.
2. Starting Single: No special requirement to start scoring ("single in").
3. Scoring: Each dart thrown subtracts its value from the remaining score.
4. Checkout: To win, you must reach exactly 0 by landing your final dart in a "double" area (the thin outer ring).
5. Bust Rule: Going below zero or failing to finish on a double results in a "bust," and the turn's score is voided.
6. Winning: The first player to reach exactly 0 by finishing on a double wins.

Cricket Darts Game

Objective

- Close all the cricket numbers (15 through 20 and Bullseye) and have the highest points.

Setup

- Standard dartboard
- Two players or teams
- Cricket numbers: 15, 16, 17, 18, 19, 20, Bullseye

Rules

1. Order of Play: Players take turns; each turn consists of throwing 3 darts.
2. Scoring & Closing: Hit a cricket number 3 times to "close" it. Hits can accumulate over multiple turns.
 - Single area = 1 hit
 - Double area = 2 hits
 - Triple area = 3 hits
3. Points: Once a number is closed by you and not by the opponent, any additional hits on that number add to your points.
4. Winning: Close all cricket numbers and have the most points to win.