

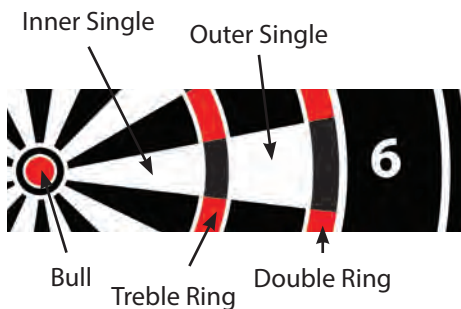


by S.A.F.E. Archery®

**DARTBOARD ARCHERY TARGET SET**

# DARTBOARD GAMES





### Archery Darts

#### Around the Clock

2 players. 3 arrows each.

The object of this game is to be the first player to hit every number on the target from 1-20. The numbers must be hit in order, and players alternate after three shots. If a player cannot pass a certain number, they must hit it in order to advance to the next number on the board.

#### 180 Around the Clock

1 or more players. 3 arrows each.

Players shoot three arrows at each number in turn aiming for the treble (i.e. 3 arrows at number one or treble one). If you hit a single one you score 1 point, if you hit a treble you score 3 points. The most you can score in any shot is 9 points. Doubles are considered a poor shot and only score 1 point. Regardless if you hit a single or treble you move to the next number, in this case number two, and repeat the feat. A single two scores 1 point and treble scores 3 points. You continue around the board until you have completed all twenty numbers and then add your total. If you manage to shoot three trebles on each shot you will score 180, hence the name!

#### Chase the Dragon

2 or more players. 3 arrows each.

The object of this game is to hit the treble segments from 10-20 then the bull in that order. Every time a player completes this sequence, it's called a "dragon". This is a very simple and fast game. The winner of the game is the first to hit all twelve scoring areas in order.

Other standard rules apply three arrows each player and shot consist of shooting all three arrows if needed, players take it in turn to shoot.

Variations of this game is the three headed Dragon. This game is won when you have completed the basic Dragon three times. It extends the game giving more opportunity to come back at a player that may have an early lead.

#### Cricket

2 or more players/teams. 3 arrows each.

The objective is to 'own' or 'close' certain numbers on the board, and to achieve the highest point score. The player or team to do so first is the winner.

Cricket is played using the numbers 20, 19, 18, 17, 16, 15 and the bull.

Each player or team takes turns shooting. (Three arrows in succession constitutes a 'turn'.)

To close an inning, the player or team must score three of a number. This can be accomplished with three singles, a single and a double, or a triple.

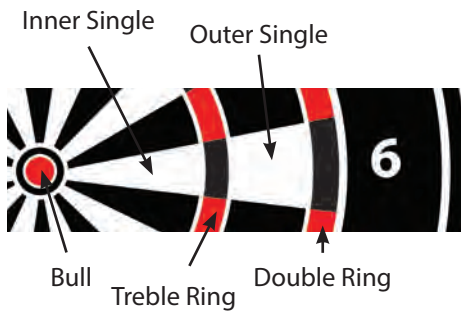
Once a player/team scores three of a number, it is 'owned' by that player/team and they can score on this number 'runs' until the opposing player/team have 'closed' it and no further scoring can be accomplished on that number by either player/team.

To close the bulls eye, the outer bull counts as a single, and the inner bull counts as a double.



# DARTBOARD SHOOTING GAMES

OTHER GAMES FOR YOUR EVENT



Numbers can be 'owned' or 'closed' in any order desired by the individual player/team. Calling your shot is not required.

For the purpose of 'owning' a number, the double and triple ring shall count as 2 or 3, respectively. Three marks will close an inning.

After a number is 'owned' by a team, the double and triple ring shall count as 2 or 3 times the numerical values, respectively.

To win the game:

1. The player or team that closes all innings first and has the most points, shall be declared the winner.
2. If both sides are tied on points, or have no points, the first player or team to close all innings shall be the winner.
3. If a player or team closes all innings first, and is behind in points, they must continue to score on any innings not closed until either the point deficit is made up, or the opponent has closed all innings.

CRICKET			
Score			Score
20	X	20	X
	X	19	X
	/	18	/
		17	
		16	
		15	
		C	
		D	
		T	
		O	

## Hare and Hounds

2 or more players. 3 arrows each.

Players toss a coin to begin the game. The player that wins the toss is the "hare," and his opponent is the hound in pursuit. The hare must travel clockwise around the board starting at 20.

The hare wins by returning to 20 before the hound catches up with him. The hound usually starts from either 12 or 5, depending on the preference of the players. The hound wins by overtaking the hare.

## Grand National

1 or more players. 3 arrows each.

The object is to travel around the target counter-clockwise starting at 20, then 5 and then 12 etc. Each segment is known as a hurdle. You must hit at least one segment with each turn (3 arrows) i.e. start at 20, at least one arrow must hit 20 before you move on to 5. If you miss 20 on all three shots, you fall at the hurdle and are out of the game. Hitting 20 you move to the next segment and so on first around and back to 20 wins!

## Killer

Best with 5 or more people. 1 arrow each.

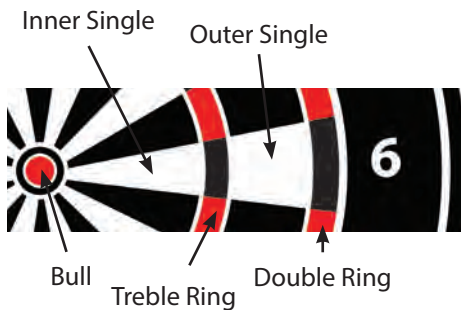
Write down numbers 1-20 on separate pieces of paper and put them in a hat. Each player draws a number out of the hat.

The names of each player are recorded on the chalk board along with their number. Each player is then given between 3 and 5 lives. The object of this game is for each shooter to first hit their own number's double three times to gain status of KILLER. Once they have achieved this they then can shoot for their opponent's number doubles in any order they wish. Every time a KILLER status player hits opponents double, the opponent loses a life.

KILLERS can also commit SUICIDE. If they accidentally hit their own double once they have gained the status of KILLER they will also lose a life. Once all your lives have gone you are out - the winner being the only player left alive!

# DARTBOARD SHOOTING GAMES

OTHER GAMES FOR YOUR EVENT



## Blind Killer

Best with 5 or more people. 1 arrow each.

Draw your number from the hat, but in this case it is not shown to anyone! The numbers 1 – 20 are recorded on the chalk board. Then each player takes a turn to shoot for any double and if one is hit it is recorded next to the chalked number. Once a double has been hit three times the person with that number is eliminated. The winner is the last player that remains alive.

## Knockout

2-8 players. 3 arrows each.

Order of play is determined by each player shooting a single arrow at the target. The player with the arrow nearest the bull goes first and furthest goes last. Write the names in order on a board (nearest first, furthest last). The player selected to shoot first must shoot as many points as possible, this score is then written alongside their name.

The player next in line then must shoot a higher score than the player shooting before them. If they fail to shoot a higher score, a ring is put around their score, once you have 3 rings next to your name, you are knocked out of the game.

Play continues in order until there is one player left in the game, who is the winner. Remember that you only have to beat the person's score who shoots immediately before you.

## Nine Lives

2 or more players. 3 arrows each.

The goal is to be the first player to get "around the clock", that is to get at least one arrow in each number from 1 through 20 in order.

Each player shoots one arrow at bullseye, closest to the bull's eye goes first, furthest from the bull's eye goes last. Each player gets three "lives". Each player takes a turn trying to hit each number from 1 through 20. The numbers must be hit in order or they do not count. If a player misses with all three arrows, one life is lost and an X removed from that player. When all three of a player's lives are lost, that player is out. The winner is the last player alive.

## Prisoner

2 or more players. 3 arrows each.

The rules are an "around the clock" style game. Starting at 20, each player shoots one arrow in turn. Players that hit the 20 in the outer single or double ring areas, move on to shoot at the 1. If a player lands in the inner single or treble ring, their arrow must stay on the board as prisoner. If the player wants the arrow back, they must shoot in the same area again. If any other player shoots in the same inner single/treble ring, they get to keep their arrow and the prisoner arrow and shoot with them.

The winner is the player that makes it all the way around the board, or holds all their opponents' arrows as prisoner.

## Shanghai

2 or more players. 3 arrows each.

Players start by shooting at the number 1 on the board. The object is to hit a single, treble and double (in any order). The first player to hit a single, treble and double wins. If no player achieves this on number 1, the play moves to number 2 and so on until someone wins.