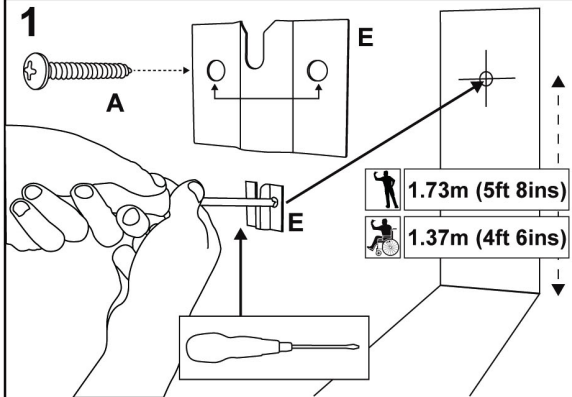
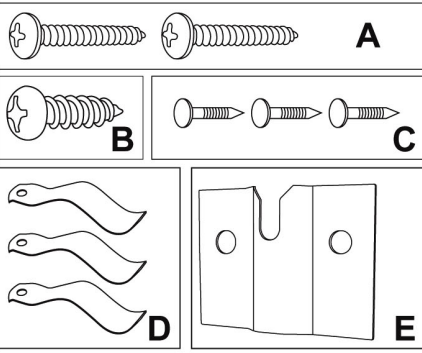


CONTENTS



CONTENTS

- x2 Wall screws (A)
- x1 Dartboard screw (B)
- x3 Nails (C)
- x3 Leaf springs (D)
- x1 Large wall bracket (E)

FIXING INSTRUCTIONS

Diagram 1. Screw the large wall bracket (E) to the wall at a height of 1.73m/5ft 8" (or 1.37m/4ft 6" for wheelchair players); using the wall screws enclosed (A).

Diagram 2. Take the 3 leaf springs (D) and using the nails provided (C) fix to the back of the board as shown in diagram 2. The leaf springs (D) are designed to prevent the board moving during play.

Diagram 3. Fix the dartboard screw (B) into the centre hole on the back of the dartboard; do not screw in fully as the screw is designed to slot into the bracket (E) on the wall (see diagram 3.1).

Diagram 4. Lower the centre screw into the bracket and adjust the screw as required to ensure the dartboard is tight to the wall.

Diagram 4.1 - Able Body Dartboard Setup Both feet must be behind the oche line at all time.

Diagram 4.2 - Wheelchair Dartboard Setup Both rear wheels of the wheelchair must be behind the oche line. Either or both front wheels may be in front or behind the oche line to allow an angled stance.

Dartboard Care and Maintenance

Diagrams 5 and 5.1. The board must be turned regularly to ensure even play and to prolong the life of the dartboard. A dartboard must be kept in a cool, dry place and must not be soaked or sprayed with water.

RULES OF PLAY

The dartboard is to be positioned 1.73m/5ft 8" (or 1.37m/4ft 6" for wheelchair players) from the floor to the centre of the dartboard (the bullseye).

The throwing distance during a game is 2.37m (7ft 9¼"), this is the distance from the face of the dartboard to the oche line (see diagram 4.1 / 4.2).

The oche line (throwing line) is to be marked clearly. Any darts may be used; every player will have an individual preference.

Order of play must be determined fairly, for example, by the toss of a coin or closest dart to the bullseye.

A throw consists of three darts, except for when a game is finished in less.

Darts may not be re-thrown, if a dart misses the board, falls out, or bounces out it cannot be thrown again. A dart point must be touching the board to be counted.

A player can be told how much they have scored or how much they have remaining for the game should they request it. A player cannot be told how to finish the game.

If a player exceeds the amount required to win the game the throw does not count.

The inner bullseye is 50 points and the outer bullseye is 25 points.

The object of the game is to score exactly 301, 501, 701, etc. The score must be determined before play commences.

A game must always end on a double (the outer ring); a game can also be finished with a bullseye finish (if 50 points are remaining).

As each player scores, a deduction is made from the starting score until a double is reached.

