

DARTY BOARDS

Rules and Regulations

Darty!

/ˈdärdē/ *noun*

1. A day party, typically with friends or family. To drink and party during the day.

What's Included

-2 Darty Boards
-8 Plastic Tip Darts (+ 8 spare tips, 4 flights) & case

What you need

- Chairs
- 2-8 People

Objective

- Be the first team to score 21 points, without going over.

Setting up the Game

- Place Darty Boards on a flat surface, 11 feet apart from front edge to front edge
- Separate into 2 teams of equal (or almost equal) size.
- Set chairs along each side of the boards. The front of the chairs should be lined up with the back of the board. The board must be in the middle of the team. All players must throw while sitting down.
- Give each player 1 dart (if odd # of players, the team with less people will have to rotate one person throwing 2 darts each round)
- Minimum of 3 darts thrown per team, for 2-4 player game.

Darty Board Rules

- Choose a team to go first. After the first round, the team that scored points always starts the next round.
- Sitting in their chairs, Team 1 throws their darts at the Darty Board, trying to gain points. For safety purposes, Team 2 may choose to leave their chairs while being thrown at, for no penalty.
- Once Team 1 throws all their darts, Team 2 throws theirs. Do not move any darts until the entire round is complete, for scoring purposes.
- Intentional movement of the Darty Board is not allowed; play where the board is, even if it moves after being hit

Scoring:

- Scoring is based on where the TIP of the dart is, in or on the Darty Board. If the tip is not within the original scoring ring, or has not gone through the scoring ring, it doesn't count.
- Total up each Teams scores and cancel out the difference. The team that comes out ahead on the round throws first for the next round. If it's a tie (or zeros), the team that just threw, goes first again.
- If a team "busts" and goes over 21 points, they are knocked back down to 15 and they restart the next round

Darty Version:

- Each time a team scores points, the opposing team must take that many drinks.
- Each time a dart completely misses the board, the person who threw it must take a drink.
- If the round ends in a tie, it's a sociable and everybody drinks
- If a Team busts, they must drink the total points scored before restarting the round
- If someone throws out of turn, they must drink & rethrow at their turn
- At the end of the game, the losing Team must drink the difference in the total scores
- Both teams must throw all darts before the game is done (finish the round)

Disclaimer and Release of Liability:

By participating in the DartyBoards game, all players and participants agree to assume full responsibility for their actions and acknowledge that DartyBoards LLC is not liable for any injuries, damages, or losses that may occur as a result of playing the game. Players understand and accept that the use of the DartyBoards set and associated equipment involves inherent risks, and by playing, they voluntarily release, discharge, and hold harmless DartyBoards LLC, its officers, employees, and agents, from any and all claims, liabilities, or demands arising from participation in the game, including but not limited to bodily injury, property damage, or any other losses. Participation is at the player's own risk.