

GLD PRODUCTS

GLD has been manufacturing and distributing well known family gaming products for over 30 years. GLD is proud to be America's leading innovator of dart, billiard, table games and home casino products. For more information on all the great products that GLD has to offer visit our website:

www.gldproducts.com

The History of Darts

The development of darts began a long time ago. Historians believe archers in medieval England shortened arrows and threw them at the bottom of a wine barrel. The board changed over time from rings to clock-type segments and from wine barrels to tree slices to the sisal fiber dartboards used today.

The game was brought to America on the Mayflower. During the Victorian age, the British took it around the world as their empire grew. Today it is hard to find someone that is not familiar with the game of darts.

The creation of electronic dartboards became possible as technology improved. The games played are the same but scores and game conditions are stored and displayed on the dartboard. This has made playing darts easier than ever.

DARTBOARDS

There are two basic styles of dartboards. Dartboards for steel tip darts are typically made of sisal fibers. A wire spider is used to separate the segments. When a steel tip dart is thrown the fibers hold the dart and will self heal when the dart is removed.

Dartboards made of hard plastic or nylon are for use with soft tipped darts. They are available with and without electronic scoring features. The segments are hard and have holes that the tip of the dart will slide into. Steel tip darts must not be used on these boards - they will damage the segments of the board. Both types of dartboards are divided into

20 numbered segments and a bullseye. Each of those segments have 4 scoring segments: 2 singles, 1 triple and 1 double. The bullseye is made of 2 segments. The outer ring is the single bull and the center is the double bull. The area needed to play darts is relatively small. The person throwing the dart is behind a toe line. This toe line is 93¼ inches away from the face of the board for steel tip darts, and 96 inches for soft tip darts. The center of the dart board is 68 inches above the floor. Single: Scores face value.

Double: Scores 2 x face value.

Triple: Scores 3 x face value.

miss - does not score.

Bullseye: Outer ring scores 25. Center ring scores 50.

GAMES

There are many different games to be played. With a small amount of imagination you can even make up your own.

Some GLD Electronic Dartboards offer 57 different games with 307 options and you can keep scores for teams or 16 players!

You can find and play your favorite game but the most popular three games are: 301 Count Down, 501 Count Down, and Cricket.

In general:

1. Who goes first is usually determined by each player throwing one dart. The player closest to the bullseye goes first.

2. Each player throws 3 darts each turn.

3. In a player's turn, all three darts are thrown and count. Any dart that falls, bounces out, or misses the board counts and receives no score. On rare occasions an electronic dartboard will record the score on a bounce out. In this instance the score stands.

4. The color of the segment does not determine the score. Only the tip of the dart and its location on the board determines the scoring segment.

The easiest game is to simply throw the darts and add up your score. The most popular games are described in more detail on the next pages.

301 & 501

The starting score for each player is 301 or 501.

The value of each scoring dart will be deducted. The first player who reaches exactly zero (0) wins. You must go out with the exact number. If you go over zero the turn does not count.

For Single In or Single Out play, the game can be started or ended by throwing at any segment, regardless if single, double or triple. If you are playing Double In, you must hit a double segment or bullseye to start the game.

If you play Double Out you must hit a double segment or bullseye to end the game.

For Master Out, you must end with hitting a double or triple segment.

Quick Cricket

In Quick Cricket only the numbers 15-20 and bullseye are used. The first player to hit each number 3 times is the winner.

A single segment counts as one hit, a double segment counts as two hits and a triple segment counts as three hits.

A good way to keep score is using two lines and a circle.



This scoreboard is used for Cricket. Scoreboards are available to be used with chalk or dry erase makers.



How To Throw

A good throw begins with a proper stance. The body should be aligned so the throwing arm is forward. The same side foot should be at the throwing line. The body should be rotated open from the line approximately 45° to 90°. Do not throw the dart across the body. The grip on the dart must be consistent. When starting to play darts, a grip similar to holding a pencil is the easiest to use. There are several variations and you should develop the grip that is the most comfortable and consistent for you. The dart must be stable with the point slightly upwards. Visualize the path of the dart as an arc. The more force you apply forward the flatter the arc. To maintain accuracy, do not make extreme changes in speed or grip.

