

## The Fives Dartboard



Ipswich Fives (Wide Fives)



London Fives (Narrow Fives)

## Dartboard Setup & Game

Details given from East London Darts League show the following dartboard set-up details

The Board should hang securely from a wall so that the height of the centre bull is 5ft 6ins from the floor.

The throwing distances 9ft face of the board measured horizontally. This equates 10ft 6ins when measure from the Centre Bullseye to the rear of the Oche.

Other set-ups may well now be common. The standard setup for the more common Clock Dartboard is the following:

The Board height of the centre bull is 5ft 8ins / 173cm from the floor. The throwing Oche distances 7ft 9 ¼ ins 2.37 meters from the face of the board measured horizontally. The toe-line or Oche shall be clearly marked and should be at least 18ins long. The toe line can be just a painted line on the ground or a securely raised line indicator such as a piece of wood or metal. The latter is preferable as the thrower as firm edge to rest his/her foot against.

The order of play is either determined by a toss of a coin or by each player throwing for the centre bull the nearest being the player that throws first. The rules here can vary depending on the league you may be playing in; the local rules should be observed at all times.

When throwing for the bull, if the first thrower hits the centre bull or outer bull the dart is usually removed before the second player throws. If the second player hits the same as the first player then the bulling-up procedure starts again. If the first player's dart does not hit either the centre bull or outer bull then the dart



remains in the board until the second player throws. If the first player's dart is obstructing the bull the second player may request the marker / ref to straighten the dart. (See local rules)

Once the order of play as been determined the winner will start leg one and odd legs after that. The looser will start leg two and even legs thereafter.

Any standard darts may be used.

A throw consists three darts except were the game is finished in less.

Darts cannot be re-thrown this includes darts that miss the board and darts that bounce of the board wiring system. Only darts that have their points touching the scoring area of board score.

A player may be told, if he asks, what number they scored, or what number he requires for the game, by the score announcer, but not how to get it.

If the number required for the game is exceeded in the course of a throw, throw ceases, and no account is taken of the score obtained during that throw.

The bullseye (50) and no outer bullseye (25)

The game is to score 305, 505 or 705, as previously agreed.

The game is played as per the standard 501 game except the starting number ends in a 05 not 01.

## Scoring

Generally each player's score must start and finish a game with a double (The narrow outer ring of the board). Competition games, however, are usually played with a straight start (no compulsory double) but with a compulsory double to finish.

The first throw is deducted from the player start number e.g. 505 and then from the subsequence reduced total. The scorer should show both the score obtain for the throw and the deducing total remaining.

For fast practise games play 305. For competition 505 and for pairs 705. In fact any agreed starting number can be used but usually the number should end 05.