

Manchester 'Log-end' Dartboard

Setup and Rules:

The dart board should hang securely from a wall so that the height of the centre bull is 5ft 3ins / 161cm from the floor.

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 has 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 loser will start leg two and even legs thereafter.

Any standard darts may be used.

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

The inner bull and the outer bull count as the same in this game as you need to hit either to finish the game.

Standard Game - Rules

The standard Manchester Dartboard game is to hit in order numbers 1 to 20 and at least one double and then the bullseye (inner or outer)

Each player throws in turn, if number one is hit with the first dart they progress to number two and so on. If the player should hit the double of the number he they are throwing for then they progress to the number exceeding the value of that double (if possible). Hitting double one (2) when throwing for one

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moves the player to number three. Should the player hit double three when throwing for three (6) they move straight to number seven. Once all the numbers have been hit the first double the player hit must be hit again before hitting the centre bullseye. If no double was hit during the progress around the board then the player must hit double 20 before hitting the bullseye

In the case of this game the Bull and Outer Bull both count as a single target and it isn't uncommon for the centre bullseye to be removed. However doing so prevents a 301 game being played fully.

See local league rules for further information

301 - Rules

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's start number e.g. 301 and then from the subsequent reduced total. The scorer should show both the score obtained for the throw and the reducing total remaining.

The inner bullseye (50) counts as double of (25) the outer bullseye.

Also see your local league rules for further information

