

TON: THE GAME OF PROFESSIONAL DARTS

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1. GAME COMPONENTS

- A. Openers Chart: Used in conjunction with the random number reading on the action deck; This chart is used as long as a player needs 171 points or more to win the game.
- B. Out Chart: This chart lists the various combinations of darts that must be thrown to win the game. Bear in mind that other combinations are possible; the most common combinations are given.
- C. The Dart Board: A picture. Use it when opting for alternate scoring combinations when attempting to win the game. Also used in conjunction with the action deck to locate scores.
- D. Scoresheet: Used to record the player names, countries and scoring information.
- E. Action Deck: 100 cards. These consist of a top entry, which is a random number from 1-100. Use this entry when a player needs 171 points or more to win the game. The remaining entries are used when a player needs less than 171 points to win. A card is drawn and the appropriate entry is read by cross-referencing the thrower's skill rating with the target being sought (single, double or triple).
- F. Player Charts: 3 sets' WDF, BDA (Men) & BDA (Women) are included. Each player is given a skill grade. The grade covers a range of three letters.

2. GAME SETUP

Print out, cut and shuffle the action deck. Select 2 players to compete against one another. Decide the format for the match. You may choose a best of 9 legs (first player to win 5 legs wins the match), best of 11 legs (first player to win 6 legs wins the match), or best of 13 legs (first player to win 7 legs wins the match).

The best of 9 legs format is generally used for opening rounds of tournaments. The first cut goes to best of 11, and the next cut best of 13. Quarterfinals take the format of 11 sets; each composed of 3 legs (the first player to win 2 out of three games 6 times is the winner. Semifinals take the format of 17 sets; each composed of 3 legs (the first player to win 2 out of three games 9 times is the winner. A final (championship) match takes the format of 25 sets, each composed of 3 legs (the first player to win 2 out of three games 13 times is the winner.

Depending on your match format, you may need a few pages of score sheets. If you are not playing a set/leg format, all of the "SET" column entries will read "1". The "LEG" column will change as a player wins the leg (i.e., first player to win 5 games in a 9-leg match.) Each score sheet holds room for 3 legs of play.

Determine which player will throw first. You may do this in any fashion you choose. Write the opposing player names at the top of the score sheet. Write the players' skill ratings into the SKILL boxes next to the player names.

Determine what the target score will be. 501 is the score generally used for professional darts, but you may use 301 or any other target you wish. The target score should be written on the top line of each player's POINTS column for the first leg. As points are scored, the scored point total is written under the player's SCORE column. This number is then subtracted from the number under the POINTS column directly above. The difference is written in the POINTS column, on the same line as the score was entered.

EXAMPLE:

			PLAYER:		SKILL		PLAYER:		SKILL	
			Joe		ABC		Bill		CDF	
Set	Leg		Score	Points	Darts	SKILL	Score	Points	Darts	SKILL
1	1			501		G		501		F
1	1		100	401	3		60	441	3	

In our example, we would continue in this fashion until one of our players doubles out for the win. We then move to the next leg.

Place the out chart and the openers chart nearby for easy reference.

3. GAME PLAY

Before the first player makes his throw, we must do a skill check. Each player has a 3 letter skill range. Once a skill range has been established, it is used for the remainder of the leg. At the beginning of each new leg, a anew skill check is made. This process simulates the hot and cold streaks a dart player may experience as a match progresses.

To make a skill check, draw an action card and dread the top (1-100 number) entry. Use the following scheme:

If number is:	Use the player's
1-33	Highest skill rating
34-67	Medium skill rating
68-100	Lowest skill rating

EXAMPLE:

Our first player has a skill rating of DEG. We draw a 15, so we use his highest (D) rating. All entries read off the openers chart and the action cards will use the "D" column/row. Repeat this process before the second player throws his first darts. Write the skill rating each player will use for this leg under the top line of the score sheet (see yellow highlighted are in above example.)

.As discussed earlier, we use the openers chart as long as a player needs 171 points or more to win the game. See the bottom of the openers chart for the scoring legend key. Once he needs 170 or less, the openers chart is no longer used; instead, the action deck entries are read:

EXAMPLE:

A player needs 115 to win. Looking at the outs chart, we see:

115 - T20, 15, D20

The player needs a Triple 20, a Single 15, and a Double 20 for the win. He may attempt the Triple and the single in any order, but the double attempt must ALWAYS be thrown last (unless he has missed one or more of the other 2 throws).

Let's assume our player will attempt the triple 20 first. Draw a card and read across to the "T" (for triples) column. Remember to use the row that corresponds to his skill rating for this leg. Here is the code key for the card entries:

Entry	Result
X	Intended target is hit
S	Player scores a single of his intended target
SL	Player scores a single, 1 space to the left of the intended target
SR	Player scores a single, 1 space to the right of the intended target
T	Player scores a triple of his intended target
D	Player scores a double of his intended target
TL	Player scores a triple, 1 space to the left of his intended target
TR	Player scores a triple, 1 space to the right of his intended target
M	Player's dart has not scored any points (Dart did not hit the dartboard, or dart bounced off)

Therefore, any entry reading "X" results in our player having made his required triple.

Assuming our card entry had read "S", for example, the player would have scored a single 20.

His required score would now be 95. Referring to the out chart, we see that there is no way that the player can win with his remaining 2 darts. You may now throw the remaining 2 darts at any target you wish.

If our entry had read "SL", for example, the player would have scored 5 points. (5 is 1 space to the left of 20 on the dart board. He would now need 110 to win.

Bulls Eyes

If a bulls eye (single or double) is required, use the doubles (D) column on the action deck.