



THE DARTS IN THE AIR

# BULL'S SNOOKERBOARD

WWW.BULLS.NL

## THE RULES OF SNOOKER DART GAME

### BASIC RULES IN ADVANCE

- You can play this game individually or with multiple players/teams.
- Each team/player gets 3 darts a visit, and after one visit, the other team/player gets to throw.
- The distance to the board is 2.37 meters, and the centre of the board is at a height of 1.73 meters.
- Nearest to the pink (with one dart) breaks.
- Each game won counts as one frame.

Die deutsche Übersetzung der Anleitung kann von der Website [www.bulls.nl](http://www.bulls.nl) unter Products - Dartboards - Gameboards - Snooker heruntergeladen werden.

De Nederlands vertaalde handleiding kun je downloaden op de [www.bulls.nl](http://www.bulls.nl) website onder Products - Dartboards - Gameboards - Snooker.

## INTRODUCTION

The following rules should be read carefully as whilst the game is designed to combine Darts and Snooker with their accepted Rules there may be slight variations. Each player has three darts.

## ACHIEVING A BREAK

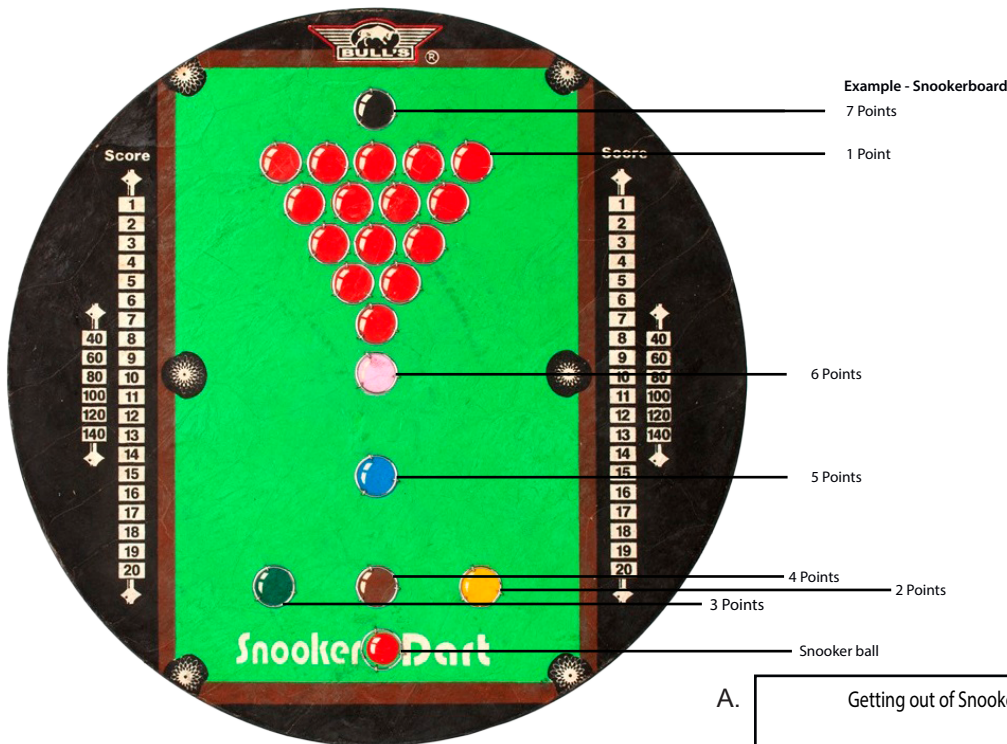
A break starts when a Red has been hit (potted) with any of the first players 3 darts. The player continues his break (Red – Nominated Colour – Red, etc.) providing they scored with the third dart. Failure to score with the third dart means the break is over, Provided the player does not have a foul shot, i.e. hitting a Red or Non-designated Colour, they can throw all the darts held at the nominated ball.

## SCORING

When a Red has been hit this is marked with a scoring pin to show it is no longer in play. Hitting a Red already taken (marked with a scoring pin) is not a foul shot as this ball in theory would be off the table. When all the Reds have been hit and pinned as taken the colours are then taken in sequence (Yellow, Green, Brown, Blue, Pink, Black). A break continues providing the last of the three darts held hits the correct colour. A foul shot is hitting the wrong colour and gives points to your opponent equivalent to the value of that colour.

## SNOOKERING YOUR OPPONENT

A player can at any time attempt to snooker their opponent by hitting the Red Ball in the centre of the "Snooker Dart" logo at the bottom of the table. They must declare their attempted snooker before throwing the darts or dart they are holding. If the Red Ball at the centre of the "Snooker Dart" logo is hit and the snooker achieved your opponent has their next three darts to get out of the snooker



A.

Getting out of Snooker:

This is achieved by your opponent hitting the next ball in order of play with any their next three darts. The following points are given away for failing to get out of the snooker:

Missing or fouling a Red Ball	4 Points
Missing or fouling a Yellow Ball	4 Points
Missing or fouling a Green Ball	4 Points
Missing or fouling a Brown Ball	4 Points
Missing or fouling a Blue Ball	5 Points
Missing or fouling a Pink Ball	6 Points
No snooker on Black Ball.	

B.

Completion of the game:

The game is over when the table has been cleared as in a conventional game of Snooker, i.e. all Reds and Colours hit in sequence. This game is designed to bring the skills of Darts and Snooker together. The rules of the game are a combination of Darts and Snooker. Scoring is achieved by hitting balls which carry points (all based on Snooker) Red=1, Yellow=2, Green=3, Brown=4, Blue=5, Pink=6, Black=7. The game has been designed with the "Competitor" in mind and therefore has included a "Snookering" facility.

## HOW TO PLAY?