

CARD PARLOUR DARTS™

by

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Combine the skill of darts with the strategy of poker!

GENERAL

Card Parlour Darts™ is designed and played on a regulation dart board. Traditional dart games and Card Parlour Darts™ can be played with this board. General rules of darts apply to Card Parlour Darts™.

Game rules are exciting and new for both the experienced dart player and the recreational family players at home. Player scoring and strategy are the unique aspects of this dart board game.

Players may play with darts only, or introduce playing with poker cards as way of building poker hands. Using a standard deck of poker cards and dealing players two cards each to start the game is a highly desired way to play the game.

Children under the age of 12 should not play without adult supervision.

UNIQUE BOARD LAYOUT FOR CARD PARLOUR DARTS™

Center circle “J” is the joker. Joker is considered a wild card. It may be wild for all cards or good only for aces, straights, and flushes as in regular poker. Players decide before the start of the game how the joker will be used as a wild card. Joker can be used only once per player turn.

The “F” area equals “Fold.” If players hit this area, their turn is over and no points are awarded. This area can also be used as one free throw if hit; or, in some games, will not count or be a penalty.

DARTS AND FLIGHTS

Steel-tip darts are used on our high-quality, East African sisal tournament dart board.

Players may choose to throw three darts twice and not count one dart to make highest five card poker hand.

Available for purchase separately are specially designed flights that can be put on any dart set. These are designed to match the card suites on the board including the joker. This offers additional scoring opportunities. Flights have hearts/diamonds, clubs/spades and joker markings.

NUMBER OF PLAYERS (2-5)

Game is played with same number of players as traditional darts.

Card Parlour Darts™ has unique structure for starting with up to five players.

GAME INSTRUCTIONS

Players take individual turns (three or five darts) to make best poker hand based on normal progression of poker hands. Points are awarded based on the detail under scoring section.

A normal game allows for each player to throw five times; player with highest point total is winner. Players do not get points for beating another player's hand on any given turn. Points are awarded based on individual player's three darts and/or including the two poker cards dealt at beginning of turn.

Players should throw for the joker with their last dart on each turn. If playing with custom flights, only the joker dart can be counted for scoring in the bulls eye.

Players can play three-card poker without using poker cards. Players may choose to throw three darts twice each; one dart can be excluded to determine best five-dart poker hand for scoring.

SCORING SHEET

Card Parlour Darts™ has a special paper scoring sheet as well as a laminated plastic dry erase board for recording players' poker hands and points. Laminated scoring sheet must be purchased separately.

UNIQUE DART FLIGHTS FOR ADDITIONAL SCORING.

When a player's dart hits a matching card suit on the board they get an extra point. The joker dart is the only dart that can be used for hitting the joker bulls eye on the board. Players are awarded an additional 25 points for hitting the joker.

DETERMINING WINNER

Players have five turns or rounds to accumulate points. At the end of five rounds, points are totaled to determine high score and the winner.

ELIMINATION TOURNAMENT RULES

Up to five players begin the game. After the first round of each player having five turns, the player with the lowest total of points is eliminated. Subsequent rounds are played until one player wins based on total points.

When four players are left, each player now has four turns before the next person with lowest total score is eliminated.

When three players are left, each player has three turns; two players, two turns to determine final winner.

SCORING BASED ON POKER HANDS

ACE OR HIGH CARD ONLY	1 POINT
ONE PAIR	5 POINTS
TWO PAIR	10 POINTS
THREE OF A KIND	15 POINTS
STRAIGHT	20 POINTS
FLUSH	25 POINTS
FULL HOUSE	30 POINTS
FOUR OF A KIND	35 POINTS
STRAIGHT FLUSH	50 POINTS
ROYAL FLUSH	75 POINTS
FIVE OF A KIND	100 POINTS
JOKER	25 POINTS ADDED TO ANY POKER HAND SCORE

If suited flights are used, an additional point is awarded if dart matches card suit on board. This helps prevent ties.

If players tie on score after a round, the players will have one additional turn to break tie. Players can throw one dart for joker circle; closest dart to exact center will be declared the winner. Order of play will be the same position players held in flight just completed.

USE OF DOUBLE AND TRIPLE AREAS

Players may use the double and triple scoring sections on the board if all darts thrown are in the double or triple section. It is suggested that if all darts hit either of the sections, points are doubled (no triple scoring) for the poker hand thrown. This eliminates the triple scoring possibility. Players may decide that only two of three darts need to hit these areas to score additional points.

HANDICAPPING

Skilled players can be required to hit the double or triple sections located above card designations. Less skilled players can hit the marked card area to score the card. No extra points are then awarded for these areas

TRIPLE AREAS

This area can be used for counting either the card directly above or below the triple area, but not both.

GAME VARIATIONS

Three darts may be used and players can play three-card poker where there are no full houses or four of a kind. Three-card straights and flushes may or may not be counted, depending on player preferences.

Play team event, two players per team, each player throwing three darts. Goal is to make best five-card poker hand out of six darts.

PLAYING WITH POKER CARDS

Players are dealt two cards, face down, before throwing to determine best set of cards needed on dart board to complete poker hand. Joker can be taken out of the deck if players want. Or, the joker can be used with dealt card, or hit joker on board, but not both in one hand. Joker is needed to make ace through five straights if dealt two, three, and/or fours as these are not on dart board. Players may remove two, three, and four from deck of cards so the card deck now matches the board.

After each round is played, cards just dealt are put aside and cards are dealt from the deck until gone. This allows for all cards to be dealt to players during the game. When players receive joker card, they receive the 25 points just as if they hit joker with dart. Only one joker can be scored per turn.

Cards may be dealt face up for others to see if players choose.

GUIDELINES FOR DETERMINING AVAILABILITY OF CARDS ON BOARD

Normally each player has all cards on the dart board available for their turn. Each card on the board can be hit only once per player turn to count. Example, if ace of hearts is hit twice, the player does not have a pair of aces.

When playing with poker cards, players can determine how to use cards dealt along with cards on the board. Example, if player is dealt ace of hearts, they would not throw for ace of hearts on board. Players may choose not to be so strict as this, and allow for all darts to count, even if they match a card that has been dealt.

PLAYING WITH POKER DICE

Poker dice can also be used instead of poker cards. Same rules would apply as described here for poker cards.

CARD PARLOUR DARTS—PLAYED WITH POKER CHIPS

A common pot of poker chips of various denominations is used for scoring. Players remove chips from pot after their turn based on poker hand thrown.

Players may buy-in with an agreed-upon amount of money. There is a common pot of poker chips of agreed-denomination value. Chips are won based on points for the poker hand that was made for individual turns.

In an elimination tournament, each player that is eliminated after a round puts their chips back in common pot.

Final winner will “cash” in their chips to receive buy-in money.

DETERMINING ORDER OF PLAY

Players can draw cards to determine order of play. Use ace through five only. High card has choice of going first or last. Each person after the high card based on their card has choice of the turn that is left.

Players may do this after each flight is completed in elimination tournament.

Players may decide that after first flight is complete, order of play is determined by total score. High score/chip count will go first at the start of each flight. Subsequent player turn is determined by total score or chip count. Player with lowest score goes last.

There is an advantage in not being first player to throw. Advantage comes in seeing what player(s) before you have scored. Your strategy is then to throw higher scoring poker hands to avoid being low score (chip count) and/or being eliminated.

ADDITIONAL GAMES

“card parlour 44”

This game is based on rules of black jack. Players throw three darts to get to 44 points with out breaking. Aces count as 11 points and face cards are 10 points. Joker bulls eye can be hit on last dart only to make exact number of points needed to hit 44 with out breaking.

This game is fun to play by using poker card deck without the two, three, and four cards. Two cards are dealt and this becomes player's starting hand. Aces are one or 11, and face cards are 10 points. If player needs two, three, and four points to hit 44 points, the joker can be hit for that score. If five (5) or more points are needed on last dart, a card on the board must be hit and not the joker.

Each player can be dealt their own two-card hand to start vs. two cards for all players to start with.

If fold area is hit, player does not count that dart for any points. For recreational players, fold area can be counted as free throw.

“match game”

Each player is dealt three cards and they have to hit those exact cards on the board. Double and triple areas may be used as players determine.

Deck of cards must have the twos, threes, and fours removed. Joker may be removed as well if players choose.

“card parlour poker”

Each player is dealt two cards face down. Each player then throws one dart. After each turn, player must determine if they can still have best possible poker hand. If not, they must hit the fold area or they must continue to match the bet.

Chips or money can be used for this game. Each player antes a set amount at start of game, and a standard bet is made after each player has thrown one dart. Bets may increase after each round as well. This allows for three rounds of betting. Player with best poker hand wins pot.

“card parlour elimination”

Cards are “eliminated” from the board after player hits them with darts. Each player throws for different cards until all are eliminated from board.

CPD laminated scoring sheet can be used to keep track of cards hit. Player with most cards eliminated wins. Joker can be used as last card to be eliminated. If player hits fold area with any dart, their turn is over. Cards hit prior to that would count.

Only players' imagination limits games that can be played on card parlour darts.

FUTURE OFFERINGS

CPD will be available in the near future with rules for playing with five darts. Each dart will have flight for suit of cards and joker dart.

Players then will throw five darts to make best possible hand.

Poker cards or poker dice can be introduced into this game as well. CPD would then be like seven card stud. Best five card hand wins!