

Bret Mon Dart Games

Long darts	Classic 301, from farther away than 10 ft..... 15-30 feet
Short darts	Classic 301, 3-6 feet away, it's harder than it looks
left, right, under	Classic 301, throw left hand, right hand, and underhand. Failure to due so out of turn loses you next turn
Name my throw	Previous thrower names your number to hit, score each mark on paper that you hit that number. You should play this without quarter in machine, so it doesn't score you out. Set a round limit of 20 or more.
Under darts	Classic 301, underhanded throws only
Bull Run	301 db in and db out, count bulls until machine stops or 40 rounds
Better Bull Run	Choose the amount of rounds you will play (say 20), then on paper record the bulls, after the set amount of rounds, person with highest wins or in event of tie, sudden death with last players getting one more shot
Ninja throw	Classic 301, throw darts like Ninja (side arm)
Bar darts	Throw darts with 1 elbow (non-throwing hand) on the bar
Three Throw	Classic 301, Throw all 3 darts at once
Variable FU	Classic 301, previous thrower tells you where to shoot from every time, not like horse, the previous player points, you have to shoot from there
Horse	*This didn't quite work*
Combat	Classic 301, opponent stands by machine to catch darts. Cannot block area, hand stays out until throw, if caught, player can put dart wherever on their turn. There maybe blood
301 FU *	Classic 301, You shoot 2 darts, try to get low score. Opponent throws your 3rd dart trying to get high score to close you out, object of game is to remain in play, the person closed out loses, everyone else wins. If you miss either of your two darts due to woodie or total miss, the opponent has option of finger pressing any score they want. Once you get below 40-50 points, try to bust because that keeps you in the game. First person out is loser! This is a little difficult to play at first, but once you start playing it, you can't stop. Best game I've ever invented.

Double FU	Classic 301, double in and double out, anytime you woodie, the other person get's a free shot placement credit on their turn. Free shot only in doubles. Falling darts / no point darts not considered woodie, only a true woodie counts as a woodie.
301 Around	Classic 301, when you have more than 4 players or uneven teams. You take turns in a certain order and keep shooting in order regardless of what player is up on the machine. Example: You have 5 players, you setup the game for 4 players and start playing, when the 5th person is up, they are shooting #1, when the 1st player is up, they are shooting #2.