



Other Games People Play: Our Game

By Al Horton

Normally, this section is devoted to games other than Cricket and '01. This time I would like to change that a little by talking about a game that combines both Cricket and '01 into a fascinating, competitive game. Two lady darters from California have combined two favorites into one dart game. When the pair first started to practice together, they would argue about which game to play: one favored 301 double start-double finish, while the other was set on Cricket. During one of their practice sessions, and of course, the routine argument over which game to play first, the idea of each playing their own game popped up. Hence the name "Our Game."

At first came several matches of trial and error. But the game soon reached a point where the outcome was no longer predictable — and it was as exciting as any tournament match.

Some minor modifications to the normal games of 301 and Cricket are needed. To begin, one darter plays 301, double start-double finish while the other plays Cricket. Each game is played in the normal manner with these exceptions:

1. After the Cricket player has closed a segment, he/she may score on that number only three times. These are accounted for by placing a slash for each dart that lands in that segment, next to the corresponding number on the scoreboard.

2. This score is then added to the 301 player's score. Note! The Cricket player may make it difficult for the 301 player to shoot at a double by saving the odd numbers to score on when he/she gets close to a double.

Another way to play is to allow the Cricket player to close only (no scoring).

Once a Cricket segment is closed, the 301 player now cannot use that number to reduce his/her score, except when shooting at a double.

For example, say that Player 2 is shooting for d20. If Player 1 had previously closed this segment, Player 2 could not score on it. But if Player 2 hit a s20 while trying for the double, his/her score would now be reduced to 20, leaving a shot at d10. If we didn't allow this, Player 2 would not have to worry about busting the d20 if favored, because a s20 would not count. The 301 player would have a definite advantage on the finish. Thus the rule — the only time a 301 player cannot use a closed number is when trying to reduce their score sufficiently to reach a double.

This includes when trying to even out the score to leave a double. Example: if the 301 player has 38 points and the Cricket player has all segments 20 through 15 closed, here is what might happen. The 301 player hits a single 19. That segment is closed, but since the 301 player was attempting a double when the dart landed in the single 19, there is now 19 remaining. Since the 17's and 15's are closed, the 301 player cannot leave d1 or d2. All the other odd numbers are available. If going for a s3 to leave 16, and the dart lands in the 17, the player still shoots with 19 remaining. The 17 is closed and does not count. On the other hand, if the dart lands in the s19, the 301 player would bust even if that segment was closed.

These exceptions prevent a 301 player from having 3 darts at a double even if they land in a single of the number.

Still another way to play is to combine both ways of play together. These three different methods each favor one player or another but can still be played to an exciting end.

There will be some readers who'll show where one side has an advantage, mathematically. This is true if the players are expert darters. Those players probably won't throw this game, while the rest of us will enjoy it.

Thank you, Jean Rowley and Traci Whipple, from Antelope Valley Darts Association, for sharing this game with *BEN*.

Here are a few sample rounds of the game, to make it clear to the reader.

1st Round:

Player 1	Player 2
XXX 20	301
19	242 -59
18	
17	
16	
15	
B	

Player 1 started with three darts in the s20's, closing them. Player 2 started with a d19, s20, and s1 for 59 points.

2nd Round:

Player 1	Player 2
// XXX 20	301
X 19	242 -59
18	282 +40
17	237 -45
16	
15	
B	

Player 1 scored two 20's for 40 points and a s19. Player 2 added on the 40 points, then scored 45 points.

3rd Round:

Player 1	Player 2
// XXX 20	301
XXX 19	242 -59
X 18	282 +40
17	237 -45
16	196 -41
15	
B	

Player 1 closed the 19's and threw one s18. Player 2 scored 41 points. The game is close at this point because both players are evenly matched.

