

RENEGADE RACING DARTS

If you are looking for a new dart experience and enjoy racing
Renegade racing darts is for you.

Qualifying

Qualifying can be established several ways:

- 1) Rolling dice. Multiplying the dice establishes qualifying position (example - a roll of 3 and 4 equals 12th)
Rolls greater than 20, driver starts in 20th position.

- 2) If dice are unavailable, Players may throw one dart to establish starting position.

- 3) All players start in 20th position.

Racing Rules

One round with each player/driver throwing 3 darts equals 1 lap

Short Track is 10 laps

Intermediate Track is 15 laps

Length of race must be established prior to green flag

Drivers start at the qualifying position and advance by throwing all 3 darts at the next position.

A driver that qualified in 9th would start by throwing at 8.
Drivers must announce which position they are trying for at the beginning of their lap. The ending position is the cumulative total of all 3 darts.

Gain one position for hitting required number
Lose one position for hitting an adjacent number
Hitting a number other than target or an adjacent number is not counted.
The ending position is determined by the total of all 3 darts

Example:

A driver who is currently in 9th starts lap going for 8th. The driver hits two eights and a sixteen.
(+2 and -1, driver gains 1 position) the driver earns 8th will start the next lap throwing for 7th.

The doubles band is driving the “high line” and can gain or lose 2 positions.

The triples band is “making it 3 wide” and can gain or lose 3 positions.

Any player hitting off the board has “hit the wall” ending their lap and sending them to the pits.

Any player in the pits must hit a Bullseye to complete repairs.
Any driver trapped in the pits (No Bullseye) must stay in the pits losing one position each lap for a max of 3 laps. When they can return having lost 3 positions.

Maintaining 1st place:

Any driver racing into 1st place must maintain their position by hitting 1's each lap until the Checkered Flag.

1st place has additional danger zones. Hitting anywhere on 4 or 5 is a loss of 2 positions and hitting anywhere else on the board is a loss of 1 position. 3 dart total is still in effect (double and triple bands do not apply when maintaining 1st place)

WINNING

The driver in the highest position will be the winner.

If two or more drivers are tied (same leading position)

A two lap shootout "Green, White Checkered finish" is required.

If 2 or more drivers are still tied after the shootout a sudden death "Pit Crew Challenge" (a bullseye competition) will ensue.

One round of 3 darts, best of 3 wins. If still tied, sudden death continues one dart at a time. **First Bullseye WINS!**

TEAM PLAY

Scoring:

A driver in 1st place will earn 10 points.

If no driver is in 1st, the lead car receives a 3 pt bonus

Top 5 = 5 pts/ Top 10 = 4 pts/ Top 15 = 3 pts/ 16-20 = 2 pts

Any driver still in the pits at race finish = 0 pts.

Example: with 4 player team - Max pts = 25 pts/ Min = 0-8 pts depending on drivers in the pits.

The team with Most points **WINS!**

GLOSSARY

Player = Driver

Dart = Racecar

Board = Racetrack

Round = Lap

Flights = Spoilers

Dart Case = Hauler

Doubles Band = Driving the highline

Triples Band = Making it three wide

Off the board = Wrecked, Lap ends and in the pits

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