

THE DARTS

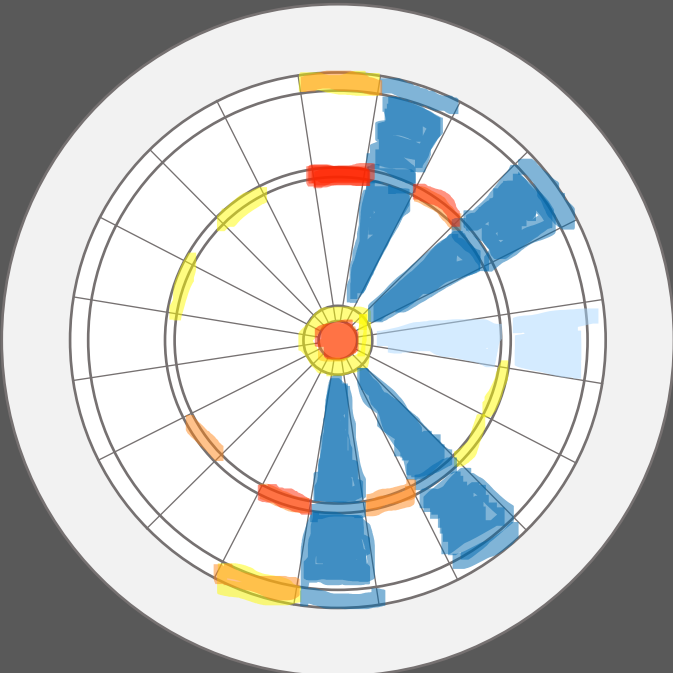
A beginner’s guide to loving the spectacle

The goal of a game of darts is to score exactly 501 points. The first stage of a game of darts is generally to try and amass as many points as possible. Which tiles are most and least helpful?

Heat map of most points on dart board – d3.scale

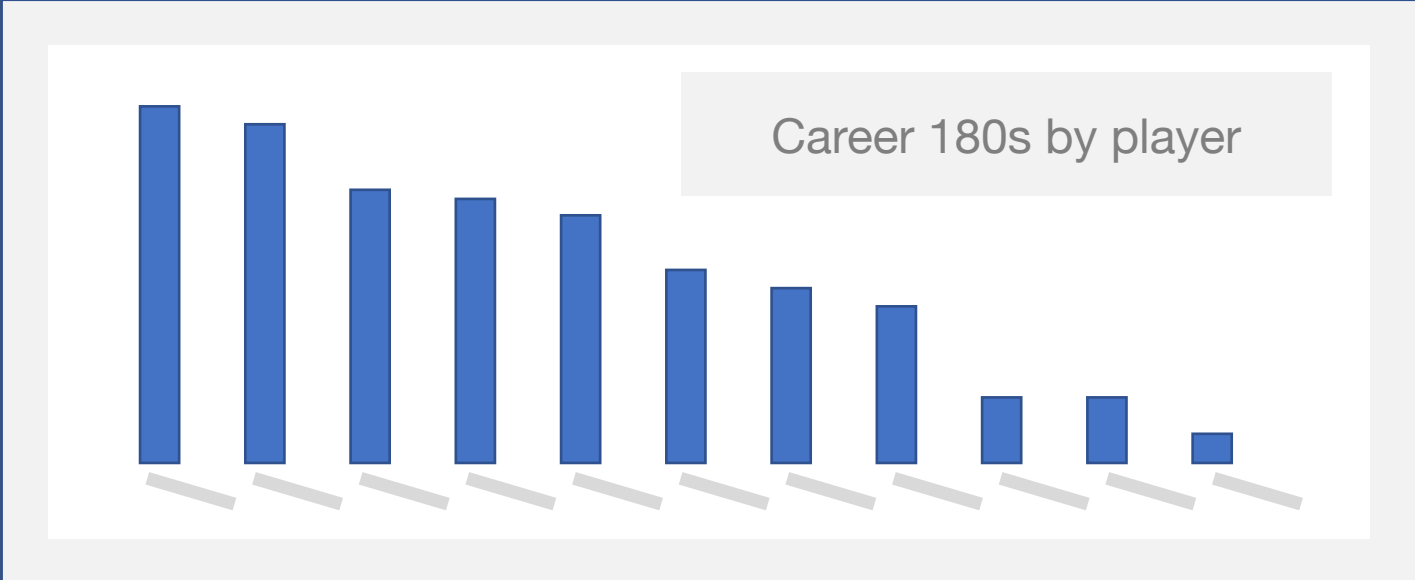
- Assign 1-60 values to each polygon (can I do this as a “map” using paths on an svg?)
- domain(1:60)
- range(yellow:red)

Tooltip over for the number of points?

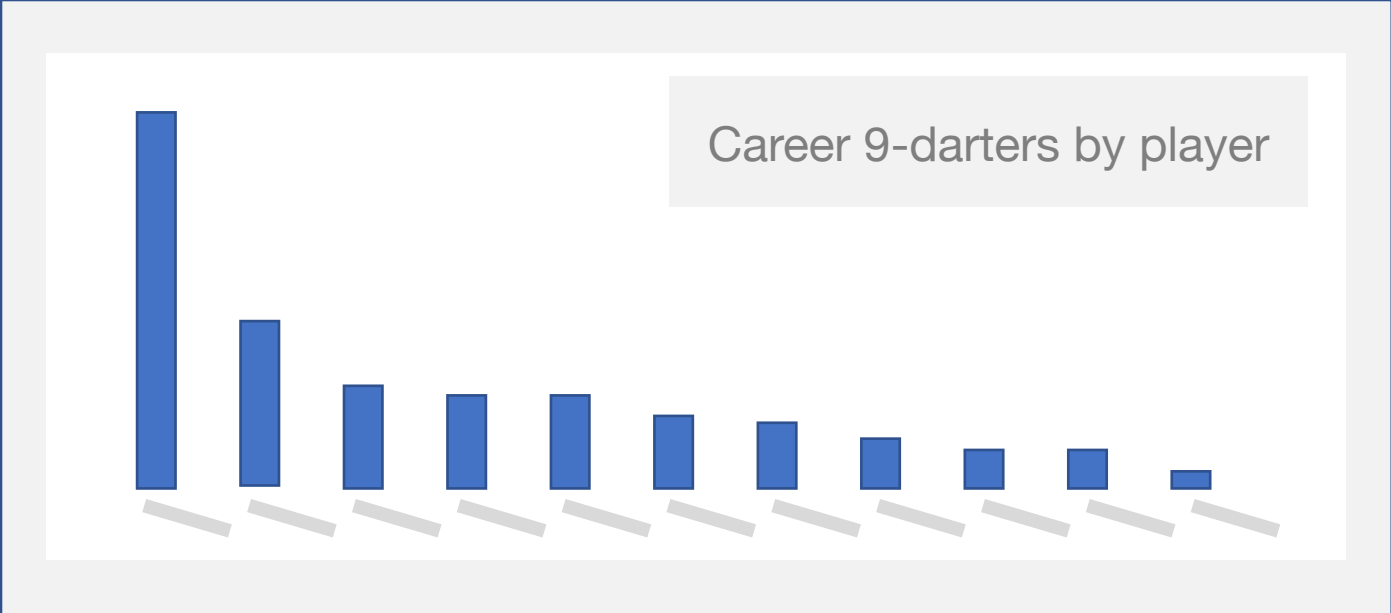


Contrary to popular belief, the triple-20 (or treble if you’re playing in the motherland) is the highest scoring tile on a dartboard, at 60 points. The inner bullseye is worth 50 points, and outer bullseye is only worth 25. A triple-19, triple-19, triple-18 are all better bets than a bullseye.

Each player throws three darts per turn. If you’re a smashing good darts player, you might be hoping for 180 points in a turn during the “points-gathering” stage. (That’s three treble 20s in a row, for those keeping score.)



The shortest game of darts is over in three turns: a 9-dart game.



There’s one more important rule to cover. A game of darts can only end with a player reaching 501 points by hitting a **double tile** – one of the small tiles around the outside of the board or the double bullseye in the center. The highest score it’s possible to “check out” out from is 170 (with a triple-20, triple 20, double bullseye). Most check outs are from lower scores, though, which allows more flexibility in the combination of numbers a player chooses. From a score of 80, the fastest checkout is triple 16, double 16. But darts players have favorite checkouts. ___, for example, would checkout using ___, ___, ___ from a score of 80. And if you don’t hit your first number, there has to be a plan B.

