

Suomen Tikkaurheiluliitto

(Finnish Darts)



TAFISA
RECALL

Games of the Past – Sports for Today

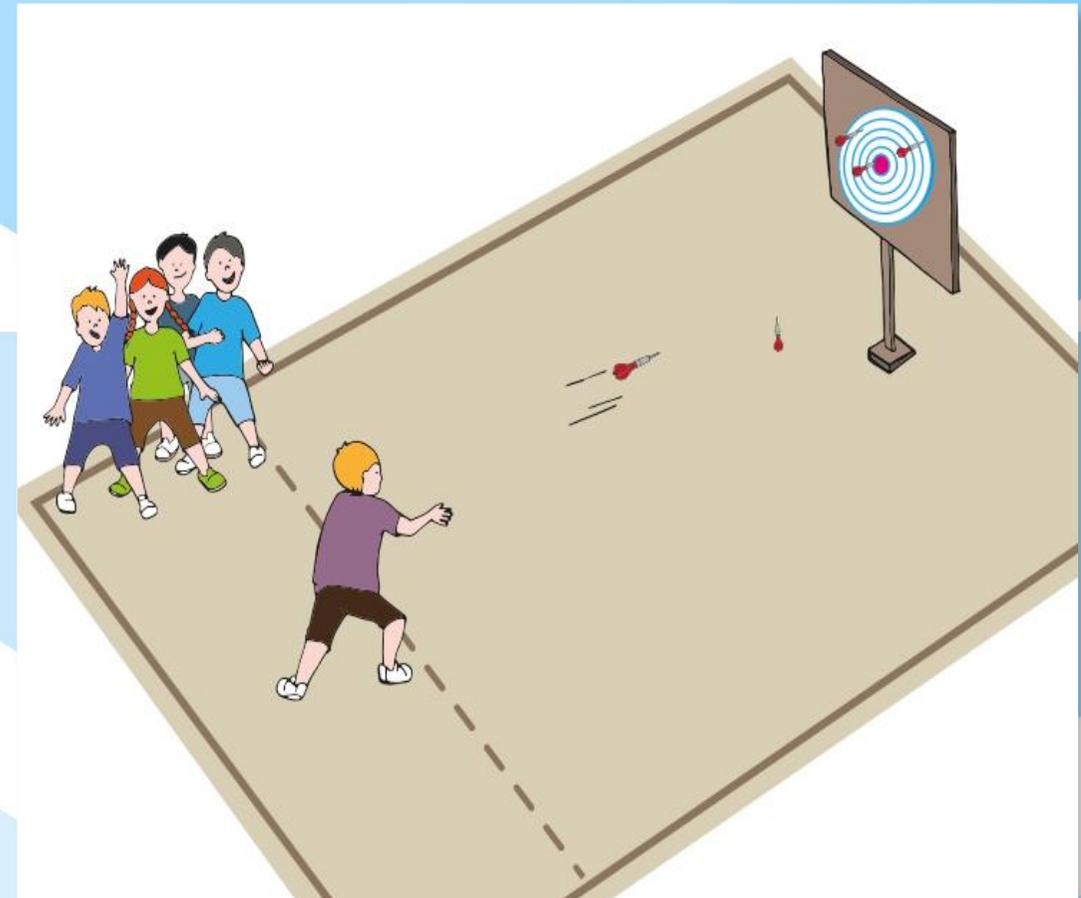
www.recallgames.com

Aim of the game: To gain the highest number of points on the dartboard.

Set up: Place the dartboards 120cm high on a wall. Draw a throwing line on the floor (5m for men, 4m for ladies children).

Rules:

Players alternatively throw their 5 darts to the board. The throws are performed from behind the throwing line. The darts may be thrown one by one. If a dart breaks the line between two circles, the result is counted according to the inner circle. A dart that has fallen from the board may be re-thrown. When a dart attaches itself to a dart already on the board, the point value of the dart is the same as the dart situated on the board. The player that scores the most points after throwing his / her 5 darts wins the game.



Equipment and Materials: Dartboard and 5 darts per player

Age:
5+

Number of players:
3 - 5 per team

Duration:
+/- 15 min

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TAFISA
The Association For International Sport for All

Let's Inklusivize TSG!

Teaching Style

1. Provide clear and simple instruction
2. Balance the ability level of the team
3. Complete a walk through the playing area
4. Practice games before introducing scoring
5. Encourage players to communicate throughout the game
6. Safety instructions to be tailored to the environment and participants playing the game.

Equipment

1. Range of darts and dartboards can be used (e.g. Velcro balls and board; blowing darts with or without a stand; larger/smaller dartboard; use balloons as targets on the dartboard)
2. Audible equipment can be used (e.g. the dartboard has a buzzer)
3. Brightly coloured equipment can be used

Rules

1. Create bonus targets for additional points.
2. Instead of counting points create a colour coded system with the board divided into quarters and each player aims for a certain colour each time.

Environment

1. Increase/decrease the shooting distance.
2. Mark the target board on the floor and roll or lob balls to the target.
3. Ensure the playing area has a smooth surface and is free of obstacles

