

Fricket – 501/Cricket

(also Thricket – 301/Cricket & Fourcket – 401/Cricket)

Introduction

Fricket is a darts game in which game-segments of 501 and Cricket are played simultaneously (when the '01 segment is played as 301, the game is called 'Thricket'; as 401 it is called 'Fourcket'). A Fricket game is won by the player (or team) that wins both the 501 and Cricket segments.

Game Start

A double (outer ring or double bull) must be hit as the first scoring dart for the player or team. Any double (whether or not the number is used in the Cricket game) is acceptable (see 'Variations and Recommendations' section).

Scoring / Busting

Each dart that sticks in the board scores in both the '01 and the Cricket segment. If a player completes the '01 segment by hitting a double with his first or second dart, he may throw the remaining dart(s) to count in the Cricket segment i.e., the player cannot bust a completed '01 segment. It is recommended that the player seek acknowledgement of a segment victory (perhaps by gloating or doing a 'happy dance') before proceeding to throw the remaining dart(s).

'Drop Out' Darts

As calculating a turn's score can be complicated, a dart that falls out of the board after the player has walked to the board to score his turn is deemed to count regardless of whether the player has removed any of the darts from the board. A dart that bounces out when thrown or that falls out before the player reaches the board does not count.

Variations and Recommendations

1. No doubling-in on closed Cricket numbers. If a player has closed (3 or more marks made) a Cricket number, that number is not eligible for doubling-in by his opponent.
2. '01 Remainder accrues to Cricket score. If the '01 segment is won first (i.e., the Cricket segment has not yet been completed) by the player, his opponent's Cricket score is immediately increased by the number of points that he (the opponent) needed to finish the '01 segment. Example: Player A has 64 points remaining in the '01 segment and Player B has 72 points remaining. 'A' hits the 64-out. The 72 points are added to Player B's Cricket score (note that these points would be subtracted when 'cut-throat' scoring, described below, is in force) .
3. Cut-throat Cricket scoring when more than two players or teams compete. When more than two players/teams are competing, marks scored on a number that has been closed by the player (or his team) cause points to be added to the Cricket scores of opposing players (teams) that have not yet closed that number. When cut-throat scoring is used a player (or team) wins the Cricket segment once all Cricket numbers have been closed and the player's (team's) Cricket score is not greater than any other Cricket score.
4. Re-Bet when segments are split. When players (or teams) split the two segments and restart a

new game, a re-bet should be made i.e., if the initial game were played for \$1/player then the restarted game should be played for \$2/player (an additional \$1 would be added each time a restart were necessary).

5. Shootout Tie-Breaker. As a restart is impractical when more than two players (teams) are competing, it is recommended that a shoot-out tie-breaker be used when the two segments have been won by different players (teams). Under such a tie-breaker, a player who has not won a segment throws a two-dart (strong hand) splash and the players (teams) that each won a segment 'race' to take-out the value of the splash. The player (team) that won the first completed segment shoots first at the out. If the out is made by the player (team) that shot first in the Shootout (regardless of the number of turns required), the opposing team has the opportunity to complete the out in the same or fewer darts. If both players (teams) complete the out in the same number of darts then the tie-breaker is repeated (with the order of starting reversed).
6. Doubled Bet on Simultaneous Segment Completion. If both segments are won by a player (team) in the same turn of darts, the losing player (team) pays double the amount of any bet that was made on the game.