

Christchurch Clubs Darts League

EVENT: CAPTAINS & VICE-CAPTAINS KNOCKOUT	VENUE:	DATE:
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FIRST ROUND	QUARTER-FINALS	SEMI-FINALS	FINAL	WINNER
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ALL PLAYERS MUST BE REGISTERED **BEFORE** 8pm. LATE ENTRANTS ARE NOT PERMITTED TO PLAY
 PLEASE PUT ANY 180s, CHECKOUTS AND BEST SINGLE LEGS OF 501 ON THE REVERSE OF THIS SHEET
 SEE OVERLEAF FOR FORMAT

FORMAT

PAIRSOMES	Best of three legs of 701, straight in double finish. The sequence of play for the Pairs game will be decided by nearest the bull, the winner to throw first.
SINGLES #1	Best of three legs of 501, straight in double finish. Captain versus Captain where the losers of the Pairs game shall throw first in leg 1 (and 3 if required)
SINGLES #2	Best of three legs of 501, straight in double finish. Vice-captain versus Vice-captain where the losers of Singles #1 shall throw first in leg 1 (and 3 if required)
SINGLES #3	Best of three legs of 501, straight in double finish. Captain versus Vice-captain where the losers of Singles #2 shall throw first in leg 1 (and 3 if required)
SINGLES #4	Best of three legs of 501, straight in double finish. Vice-captain versus Captain where the losers of Singles #3 shall throw first in leg 1 (and 3 if required)

For Singles #3 to be required, the game score must be 2-1. The team currently losing shall decide whether their Captain or Vice-Captain shall play in Singles #3, thus deciding the order of Singles #3 and Singles #4

GUIDELINES

Rule C01 regarding eligibility of players (having played in Singles or Pairs from five matches) does NOT apply

Last names drawn out should chalk the first games.

Losers should remain to chalk the next match on the board on which they lost (see rule C17 re £5 fines)

180s, checkouts and best single legs of 501 should be listed below