

CHRISTCHURCH CLUBS DARTS LEAGUE

EVENT: THREES KNOCKOUT **VENUE:** **DATE:**

FIRST ROUND	SECOND ROUND	QUARTER-FINALS	SEMI-FINALS	FINAL	WINNER

**PLEASE PUT ANY 180S, CHECKOUTS AND BEST SINGLE LEGS OF 501 ON THE REVERSE OF THIS SHEET
SEE OVERLEAF FOR FORMAT**

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FORMAT

- Threesomes The sequence of play for the team game, consisting of three players, will be decided by nearest the bull, the winner to throw first. No player advantage can be gained, as all three players participate.
- Pairsomes The winners of the threesomes shall name their pair first, and the losers of the threesomes shall throw first.
- Singles #1 The first singles game will include the player from each side that did not play in the pair's game. The losing team from the pair's game shall throw first.
- Singles #2 To be played if required. The format of play for the second singles game will be the winning team from the first singles to name their player first, and the losing team from the first singles shall throw first.
- Singles #3 To be played if required. The remaining player from both teams shall play, and the losing team from the second singles game shall throw first.

The style of play shall be conducted in the following order:

1st game:	Threesomes	One leg of 701, straight in and a double to finish
2nd game:	Pairsomes	One leg of 601, straight in and a double to finish
3rd game:	Singles #1	One leg of 501, straight in and a double to finish
4th game (if req'd):	Singles #2	One leg of 501, straight in and a double to finish
5th game (if req'd):	Singles #3	One leg of 501, straight in and a double to finish

GUIDELINES

The event is staged best of five, first team to win three games is the winner.

Teams comprise of three players and shall not play with a player short.

All teams must be registered by 8pm. Late entrants are not permitted to play

Rule C01 regarding eligibility of players (having played in Singles or Pairs from five matches) does apply.

Last teams drawn out should chalk the first leg (Threesomes). Teams can chalk for themselves thereafter

Losers should remain to chalk the first leg of the match on the board on which they lost (see Rule C17 re: £5 fines)

Unless otherwise stated, player to a venue winner.

180s, checkouts and best single legs of 501