

CHRISTCHURCH CLUBS DARTS LEAGUE

EVENT: WOODSY FOURS KNOCKOUT	VENUE:	DATE:
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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

CHRISTCHURCH CLUBS DARTS LEAGUE

FORMAT

- Foursomes The sequence of play for the team game, consisting of four players, will be decided by nearest the bull, the winner to throw first.
- Pairsomes #1 The winners of the foursome's team game shall name their two players first, and the losers of the foursome's team game shall throw first.
- Pairsomes #2 The remaining pair from each foursome shall play, and the losers of the first pair's game shall throw first.
- Singles #1 The winners of the second pairs game shall name their player first, the losers of the second pairs game shall throw first.
- Singles #2, 3 and 4 The sequence of play for the singles games two, three and four will be the same as the first singles game, insofar as the winner of the previous game shall name their player first, and the losers shall throw first.

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

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| 1st game: | Foursomes | One leg of 801, straight in and a double to finish |
| 2nd game: | Pairsomes #1 | One leg of 601, straight in and a double to finish |
| 3rd game: | Pairsomes #2 | One leg of 601, straight in and a double to finish |
| 4th game: | Singles #1 | One leg of 501, straight in and a double to finish |
| 5th game (if req'd): | Singles #2 | One leg of 501, straight in and a double to finish |
| 6th game (if req'd): | Singles #3 | One leg of 501, straight in and a double to finish |
| 7th game (if req'd): | Singles #4 | One leg of 501, straight in and a double to finish |

GUIDELINES

The event is staged best of seven, first team to win four games is the winner.

Teams comprise of four 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 (Foursomes). 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