

RED'S NOVELTY LTD. DART LEAGUE CAPTAIN'S GUIDE 2024-2025

LEAGUE HOTLINE - (414) 321-3345

EMAIL - leagues@redsnovelty.com

WEB SITE - www.redsnovelty.com

All our leagues are WAMO, NDA & PPD sanctioned.

This gives our players many opportunities to play a wide variety of tournaments. Each organization has their own rules and qualifying periods.

MAKE PLANS TO ATTEND THESE "SANCTIONED" TOURNAMENTS:

REDS NOVELTY CITY DART TOURNAMENT

FEBRUARY 28 - MARCH 2, 2025

QUALIFYING PERIOD JULY 15, 2024 - JANUARY 31, 2025

CROWNE PLAZA MILWAUKEE AIRPORT

NDA NATIONAL DART TOURNAMENT

APRIL 10-16, 2025

QUALIFYING PERIOD MARCH 1, 2024 - FEBRUARY 14, 2025

WESTGATE LAS VEGAS RESORT & CASINO

THE NATIONAL DART ASSOCIATION also offers Remote Tournaments the 4th weekend of each month & Regional Tournaments

WAMO STATE TOURNAMENT

MAY 14-18, 2025

QUALIFYING PERIOD SEPTEMBER 1, 2024 - MARCH 1, 2025

THE RESCH CENTER, GREEN BAY WI

PPD PARTNERS PROMOTING DARTS

PPD Offers 2,3 or 4 player Remote Leagues, Daily Remote Tournaments, All Star Triples (Sept. 21, 2024, Nov. 16, 2024, Jan. 18, 2025, Feb 15, 2025, April 19, 2025 & May 17, 2025),

PPD Remote Nationals (Dec. March & June)

and the annual Tournament of Champions (TOC) in Kansas City.

FOR ADDITIONAL TOURNAMENTS, SEE THE BACK PAGES OF THIS CAPTAINS GUIDE. "LIKE" AND "FOLLOW" REDS NOVELTY ON FACEBOOK FOR THE MOST UP TO DATE TOURNAMENT INFORMATION!

The shot clock is set at 30 seconds. It is a simple common courtesy to be ready to throw when it is your turn. If you do not throw your first dart before the shot clock expires, you will lose the entire turn. The shot clock will reset after the first and second darts have been thrown. Each subsequent game is to start immediately following the end of the previous game unless both teams agree to take a break. Stopping the shot clock is an illegal match delay and may result in forfeit of game or match for the offending team. Notify office of player stopping clock and game #. Cameras are always on!!!

Team Captains are required to provide a working cell phone number and email address. If this information should change, it is the Captain's responsibility to notify the league office immediately so the updated information can be distributed to the other teams in the league.

When an attempt to contact an opposing team results in a disconnected number, no voicemail, etc. provide proof of contact attempts (screen shot of text message and/or call log) to the league office. The penalty for invalid information is \$25.00 fine deducted from team winnings. Fine money will be added to the City Tournament fund.

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INTRODUCTION

The captain's guide has been compiled to help make your league run as smoothly as possible. It contains information ranging from objectives, award lists and tournament information. Knowledge of its contents is mandatory for all players. Most of the time problems and disputes arise because of a lack of an understanding of league by-laws and policies. A complete knowledge and understanding of rules, policies and procedures will allow everyone to have fun without worrying about the technicalities. Common sense and good sportsmanship are to be used to cover any questions that may arise and are not covered explicitly in these rules. If an issue requires further advice – W.A.M.O. and/or N.D.A. will be contacted and their decision will stand.

HOW ARE LEVELS & PLAYER CAPS DETERMINED!

Teams are placed in divisions based on previous averages & league performance. Only players that participated in the Reds Novelty League System the previous 5 years are listed on the web site, however, I will use stats from multiple sources to place players and/or teams in the proper division.

Player Caps will be determined by using the Team Total of the highest team in each level from the Original Rosters at the time of sign up divided by 4. Teams can list up to 10 players, however, you will be classed based on the best 4. All players listed on the Original Roster form will be considered REGULAR players. Any player added after 9/01/2024 will be considered a SUBSTITUTE. As new players are added either into the dartboard or through the office, their starting average will be checked. If they are over the league cap, they will be considered ILLEGAL.

ILLEGAL PLAYER RULE

At the end of the match – all I receive is a cumulative report with the player's total stats for that night. It is IMPOSSIBLE to tell the starting scores or who won each game. Therefore – the **penalty** for an **ILLEGAL PLAYER is the loss of 9 games**. If your team won less than 9 games – you will lose **all** games your team won. **The ILLEGAL players' games will not count as games played!!!**

GALAXY PAPERLESS SYSTEM

League schedules and standings are right in the dartboard! Once you are in the league mode – you cannot back out of it! Use the UP and DOWN arrows to work your way around the screen. The RED BUTTON is the SELECT or ENTER button.

ALL LEAGUE PLAY ON GALAXY 3 BULLSHOOTER BOARDS IS RECORDED AND CAN BE REVIEWED FOR VARIOUS REASONS!

1. From the MAIN MENU – select LEAGUE MODE.
2. In LEAGUE MODE, select PLAY LEAGUE (Local or Remote).
3. Select the league you are playing in tonight.
4. LEAGUE CAMERA CHECK – Select YES if cameras are working. If the camera is not working, select NO, CANCEL LEAGUE SET UP. Go to a different machine if available. If no other machine is available, choose NO, CONTINUE ANYWAY. Notify service!
5. Choose your team
6. Choose whether you are HOME OR AWAY
7. Choose Opponent Team
8. Choose YES, PLAY LOCAL LEAGUE if your opponent is with you at the location. Leagues are NOT set up for REMOTE PLAY.
9. Adjust your roster as needed. If your team roster is OK, go to step 11.
 - 9A. If a substitute is needed, select the player to be subbed for. If a regular sub is available, select the sub that will replace the regular player. If the sub isn't on your roster, choose **NEW SUBSTITUTE** and enter in the first and last name of the player.
 - 9B. To swap players, highlight and select the player to move. Next, highlight and select the player that you are swapping with. If the player(s) you are adding at the

board have an established average, you adjust it now using the UP/DOWN arrows. Follow instructions on the dart board.

10. Allow your opponent time to adjust their roster using the same steps as in 9.
11. With both teams ready to play, select START MATCH. Each game in the match will list the players involved and what type of game it is.

DO NOT INSERT MONEY FOR DUES/GAME FEES UNTIL PROMPTED TO BY MACHINE!!!

League dues and fees for the cost of games will be required by both teams before the match can start. Do not load all your money into the board before setup and try to use the credits off the machine. If the cameras are not working, you may need to move to a different machine.

For handicapped league - please take the time to carefully set up your line up. A wrong player in the line up will mess up the handicapping. If the player listed in the board is higher than the one actually playing – you can continue. If the player playing is higher than the one in the board – the match must be restarted. This requires re-paying match fees.

New players can also be added through the league office up until 3:00pm, the day of league play. Adding players through the office will allow League Leader to pull your average from the history file. This will be an average of all leagues played in during the last 5 years and will most likely be lower than the average listed in the Captains Guide. This will also make setup at the board much easier.

Select START MATCH. The score sheet is programmed into the dartboard. The score sheets are on our web site so you can see the shooting order to help you select the shooting order for league play. **TEAMS MAY REVISE THEIR LINE-UP BEFORE THE 501 GAME! Please check with other team before starting the final game.**

The players that start a match must play the entire match. If a player must leave early their score for the remaining '01 games is 301. For cricket, their rounds will be passed. Nobody else can fill in for that player.

CHECKS WILL BE ACCEPTED FOR PAYMENT OF TOURNAMENT ENTRY FEES.

CHECKS SHOULD BE MADE PAYABLE TO: RED'S NOVELTY LTD.

ANY CHECKS RETURNED FOR NON-SUFFICIENT FUNDS WILL BE CHARGED A \$35.00 FINE!!!

LEAGUE FEES

1. League fee is \$10.00 per person per night. This includes \$6.00 dues and \$4.00 game fee. League fees are paid directly into the dartboard before the start of the league match. (CASH ONLY!) If a regular player is missing, it is the responsibility of the team captain to make sure the fees are paid in full each week. (League dues will be used for prize money, banquet and trophies.)

2. **WAMO State** sanction fee is \$5.00 per player. (Sanction deadline is March 1st)

3. **NDA National** sanction fee is \$10.00 per player. Players will receive a National sanction card & player pin. (Sanction deadline is Dec. 1st)

Sanction fees will be deducted from team prize money at the end of the season. Once sanctioned, you may play on as many nights as you wish, but you do NOT have to pay the fee for each league. *Substitutes playing less than 3 weeks do not have to pay the sanction fee.* If you have a player with less than 3 weeks at the deadline and you need them sanctioned – you must let me know before the deadline.

ROSTERS

1. **The roster limit is 10 players.** Once a team has a full roster, no additional players can be added without dropping someone. **Dropping players must be done in writing** - through email. If written notice is not received, the new player will be considered illegal. The result will be loss of up to 9 games.

2. Once a player has legally played a match for a team, they cannot switch teams within that league.

3. Teams may add new players at any time up to the roster deadline. The roster deadline is on your schedule. If a player is not listed in the board, they are not eligible to play after the roster deadline. It is recommended that teams have at least two substitutes available at all times!!!

4. New players will be permitted to play after the roster deadline only under extremely extenuating circumstances such as sudden illness or accident. (Player(s) unable to play will be DROPPED and new players can only bring the roster up to SIX players.) For a team to add new players after the roster deadline they must have written permission from the league secretary **before** the new player can play. The new players' average must be equal to or lower than the person they are replacing.

5. All league players must be at least 21 years of age to participate in the various licensed establishments. It is the captain's responsibility to make sure all players are of age. Any team caught with minors on it will be dropped from the league with all prize money forfeited.

6. Intentionally playing under another player's name is illegal. If you believe a player is playing under another player's name – it is up to you to do the ID check at that time. (We can only verify players after the match via video if cameras are working). If a player is questioned and does not have an ID or refuses to show ID – they will be considered **illegal**.

7. **PLAYER ID – ALL players are required to have one form of picture ID on their person at all times.**

8. Under no circumstances will new players be accepted for the last 3 weeks of league play.

STARTING TIME AND FORFEITS

1. League starting time is 7:30 PM. (Sunday start time is 6:00pm.) (*Regular time, not bar time*)
2. If a partial team is there, begin play with the players present. A team must have at least two players to start. Pass the rounds of the absent player(s).
3. If an entire team is not there at the start time (no call/no show) – there is a 15-minute grace period. After 15 minutes you can consider it a FORFEIT! The team that is there enters their name as the HOME team, puts in the dues and then enters their name as the VISITING team. The dartboard will ask, “Is this a forfeit?” Enter YES. Your team will be credited with ALL WINS. If the match is not put into the machine as a forfeit, it will be considered postponed, and you will be required to make up the match. You do not have to play the match. You do have to wait 15 minutes. If you wait longer and start the match upon the other team’s arrival – it CANNOT be protested because it started late. A BYE is not a forfeit.
4. If a player arrives late or leaves early, his score will remain at 301 for the games missed. For CRICKET his rounds will be passed. That player is allowed to join in on any of the remaining games.
5. A forfeit will cost the forfeiting team a \$25.00 fine and ALL the points for that match. The forfeiting team must also pay the league dues for that match. (The forfeit fine will go into the City Tournament fund.)
6. If a team forfeits 3 times, they will be dropped from the league with all prize money forfeited. (Forfeited prize money will go into the City Tournament fund.)
7. Teams forfeiting during the last seven weeks of league play will pay a \$50.00 forfeit fine. (The forfeit fine will go into the City Tournament fund.)
8. If a team drops before the end of a round of play, all matches played against the team in that round will be restored to 17-0 so players do not lose any games needed to qualify for tournaments. The team that dropped will not keep their games played and will not be eligible for tournaments.

SCHEDULING & POSTPONEMENTS

1. **Every effort should be made to avoid forfeits and postponements!!!** If your team is unable to play when scheduled, notify the opposing team and attempt to reschedule. This should be done no later than 3 hours in advance of the scheduled match. If a team requests a postponement, be a good sport and try to accommodate a reschedule. Try to settle on a make-up date and a time at this point. The team that requested the reschedule must work

around the other team's schedule to make it work. Notify the league secretary and the tavern owner of the schedule change so we can make sure a board is available.

2. Leagues will NOT be cancelled for any reason. If a team asks for a reschedule due to severe weather conditions, be a good sport and try to accommodate a reschedule. During weather related events, there are NO forfeits if a team requests a reschedule at least 3 hours in advance.
3. Postponed matches should be played **within TWO WEEKS** of the originally scheduled match unless another date is approved by the league secretary. The match must take place at the bar it was originally scheduled at.
4. In leagues comprised of an odd number of teams (leagues with byes) teams may be added through the third week of play. Teams taking over these vacant spots are responsible for paying all league dues for missed matches. They must make-up the unplayed matches. It is the new team's responsibility to contact the other captain(s) and reschedule those matches. These matches must be made up on or before the 2nd time they play each other.
5. **A NO CALL/NO SHOW or less than 3 hours' notice is the only time a FORFEIT will be processed.**
6. **Games not played for any reason will be scored on the average of all played matches between the 2 teams (if it comes out to a fraction, the team that requested the postponement will be rounded down). League dues must still be paid for in league dues by both teams involved.**
7. **If a team forfeits and they are not the home team, the next time you are scheduled to play, the schedule will be adjusted, and the match will be played at the original location (if a board is available).**

HANDICAPPING - Spot Points/Spot Marks. ALL GAMES ARE OPEN IN/OPEN OUT

Spot Points is a percentage-based handicap method using a player's PPD average. In each match players are compared to the highest PPD in that game to determine the starting scores. The Arachnid League System calculates this automatically. The lowest average player will always start at 301/501. The higher players will start higher. The Arachnid system will pull a player's average from the history file if they are on your roster and in the board prior to the first time they shoot. **When you are adding a player to your team in match set-up, you will have to enter their highest known average (including averages from other vendors) manually. When you add a NEW player that doesn't have an average, they will come in at the leagues default (this will be on the schedule).** After the first week, their current average will be used for handicapping.

Players can also be added through the league office up until 3:00pm the day of league play. **Adding players through the office will allow League Leader to pull their average from the history file.** This will be an average of all leagues played in during the last 5 years and will

most likely be lower than the average listed in the Captains Guide. This will also make setting up the board much easier.

If a team adds a player found to have an established average over the league cap (even from a different league system) or any other flagrant attempt to manipulate the system will have wins removed. This can include not only that player's wins, but also assists. The player will be removed from your roster.

Spot Marks is used for Cricket games. It uses the average MPR of each player in the game. Multiple players on the same number will be averaged together to determine the "Team" MPR. The dartboard will then determine who "deserves" the extra marks and will place them accordingly. The higher team will not have any marks to start the game.

Levels 2 and lower each league will have a PLAYER CAP for adding players to your roster. This cap was determined based on the Team Total of the highest team in that level from the Original Rosters divided by 4. All players added will be checked. Once approved they will be added to your roster. Players are expected to improve as the season progresses.

LEAGUE STANDINGS

1. League standings will be based on a won/lost percentage.
2. League standings will be posted to the dartboard and to our website. All information regarding additions, deletions, changes or captain's meetings will be in the notes section of the standings. Make sure you check your standings weekly.
3. In the event two teams tie for first, second or third place the head-to-head scoring will determine the winner. If still tie – the two teams will split. (Example: 2 teams tie for 1st – still tie after checking all head-to-head matched – 1st and 2nd Place Bonus money will be added together and divided by 2)

PROTEST PROCEDURES

1. Protest must be in writing and presented to the secretary (Red's Novelty Ltd.) within forty-eight hours of the match. The protest shall include a \$10.00 deposit. The protester loses \$10.00 deposit if he loses the protest. (The \$10.00 is placed in the City Tournament fund.) If the protest is won, the \$10.00 is placed back into that team's prize money.
2. Protests should be presented to the league secretary, who will render a decision in writing.
3. The Secretary's decision may be vetoed by a two-thirds majority vote of the team captains. The veto must be submitted to the league secretary within seven days of the decision with the signatures of two-thirds of the league captains.

PRIZE MONEY, AWARDS & BANQUET

1. Prize money will be awarded based on wins and losses. There will be prize money for ALL teams.

2. Bonuses for	4 player teams are:	2 player teams are:
1 ST Place	\$150.00	\$75.00
2 ND Place	\$100.00	\$50.00
3 RD Place	\$50.00	\$25.00

3. There will be a Sponsor Plaque for the 1st, 2nd & 3rd place teams.

4. There will be a plaque for the top 3 Highest Average (X01) in each league. Players must have played 75% of the season to be eligible.

5. With the current buffet and capacity restrictions, we do not have plans for a Dart League Banquet. We may plan a prize money party for each league night. Information will be on your standings when it becomes available.

LOCATIONS, SPONSORS & PROHIBITED PLAYERS

1. All games must be played on equipment owned and operated by RED'S NOVELTY LTD. If a tavern has a temporary shut-down or capacity limitations imposed, the following procedures should be used:

1. Play at the opponent's bar if they have a board available.
2. Play at a neutral location with an open board.
3. Reschedule the match. (Only if both other options were not possible)

2. In the event that a sponsor permanently closes or changes machine operators during the course of the league season, that team will either have to switch locations for the remainder of the season or drop from the league, thus forfeiting all prize money. The new sponsor must have a Red's Novelty Ltd. Dart machine.

3. Teams may switch taverns during the league season. The team must reimburse the sponsor fee the original sponsor paid, as the fee must remain in the league kitty. The team must also reimburse the original sponsor for any other items they paid for (Sanction Fees, team shirts, etc.) The new sponsor must have a Red's Novelty Ltd. Dart machine.

4. Teams with a player(s) not allowed in the opposing team's location must have substitutes available to take the place of the prohibited player(s).

5. It is recommended that differences between "barred" players and sponsors be reconciled so that they could at least play the match and leave immediately. (These circumstances are between tavern owners and patrons: therefore, Red's Novelty cannot get involved and protests cannot be filed.)

6. Team drinks are a courtesy offered by some locations. Each location has total authority on their policy for team drinks. Team drinks are not to be expected or demanded!
7. The location must have reliable high-speed internet and the dartboards must be online. If sponsor changes internet provider, they must notify Reds Novelty. If the internet is out, we cannot receive matches and the board will not receive updates.
8. Red's Novelty cannot tell a bar owner how to run their business. We will not become involved in complaints about the music too loud, drink prices, team drinks, the bar being too crowded, etc.

OFFICIAL RULES OF LEAGUE PLAY

THE GAME OF 01

The object of the game is to count down from X01 points to exactly zero, using as few darts as possible. As soon as any player gets exactly zero, the game is over. The team with the lowest combined score wins. **YOU CAN GO OUT ON A TIE!!!** Machines are set for 20 rounds in 301 & 30 rounds in 501 & 701. If the machine shuts off before the game is completed, the machine will determine the winner to be the team with the lowest combined score.

THE GAME OF CRICKET

The object of the game is to close the numbers 20, 19, 18, 17, 16, 15 & BULL in any order, before your opponent(s). The team that closes all numbers (including the BULL) first and has a greater or equal point score wins. Machines are set for 35 rounds. If the machine shuts off before the game is completed, the machine will determine the winner to be the team with the highest point total.

Closing a number – a number is closed by scoring a total of three marks on that number. The machine will score your marks for each number on the display. A triple is 3 marks, a double is 2 marks, and a single is 1 mark. Three marks closes a number (combinations of singles, doubles or triples can be used.)

Scoring points – if you score more than three marks on a number before your opponent(s) close that number, you score points for the “extra” marks. Your point score will be displayed under the appropriate player number on the screen. Points will not be scored if you do not have the number closed or if your opponent(s) have the number closed.

GENERAL RULES (APPLY TO X01 & CRICKET)

1. Each player gets three throws per turn. You may pass any or all of your darts. A dart passed does not count as a dart thrown.
2. If a dart misses the board or doesn't stick, it counts as a dart thrown. A dart thrown that sticks but does not score may not be manually scored. The only exception will be on a “last dart” or “winning dart”. (EXAMPLE) a player needs a 39 to go out. He shoots and the dart sticks in the triple 13, but the machine fails to score or scores incorrectly. If the dart

sticks, the machine was displaying the “throw darts” message, and all other rules were followed, the player/team shall be credited with a win in that game. This rule will apply only on a single dart, not for a combination of darts.

3. Darts on board cannot be touched until turn is over and player has touched “player change” button.

4. Darts must not be thrown until “throw darts” lights up on machine. Any dart thrown early may not be thrown over.

THE GALAXY DART BOARDS HAVE A “**BACK UP**” FEATURE THAT ALLOWS YOU TO USE THE UP ARROW AND ERASE UP TO 8 DARTS THROWN OUT OF TURN. Push the up arrow and it will erase each dart that scored and add back the number to the proper score.

5. It is each player’s responsibility to see that the machine is displaying that player’s name prior to throwing any darts. If a player throws when the machine is displaying the name of that player’s partner or opponent – you may use the **BACK UP FEATURE**.

6. If a player does not pull his darts in time and scores on the next shooter’s score, you can use the **BACK UP FEATURE**.

7. If a player reaches zero while shooting on his partners score, that team loses that game. When the teams are required to Master or Double out and a player reaches “1” while shooting on their opponent’s number, that team loses the game.

8. The dart machine is always right! If the machine isn’t operating correctly, call a repairman. There will be a 1-hour time period to get the machine fixed. If the machine cannot be fixed in the 1-hour time, and there is another machine available on site, complete the match using score sheets. If there is no other machine available and the board cannot be fixed in the 1-hour time the match should be temporarily postponed. Captains should agree on a date and time to finish the match. They must then notify the league secretary. Postponed matches must be played within two weeks of the originally scheduled match.

9. Players may use their own darts if they meet the following specifications.

- a) They must be plastic tip darts. Tips may not be broken or cut off.
- b) Flights may be any length so long as dart does not exceed 8” in total length.
- c) Flights must not exceed ¾” from shaft to flight edge and you may not have more than (4) wings.
- d) They must not exceed 20 grams each in weight.
- e) **No player may use rosin or a foreign substance!**

10. All games shall have foul lines positioned eight feet from the bottom of the game directly below the bull’s-eye. Another way to measure the throw line is to measure from the center of the bull’s-eye diagonally to the throw line, 9 feet 9 ½ inches. If a question arises on the distance the machine is from the throw line, captains must measure the distance and move the machine if necessary. **The game(s) already played stand as played.** The remaining games will be played at the new distance.

11. When throwing, a darter must stand with both feet no closer than the front edge of the throw line. It is legal to lean over but not to step across the throw line. If a darter places any portion of his foot (or shoe) over the line, the opposing team can call a foul. The first time will be considered a warning with no penalty. The second time that darter will forfeit his next three darts. Any additional fouls will be forfeit of that game.

MATCH RULES OF CONDUCT

1. Distracting other players is not allowed. Common sense and good sportsmanship shall be used during play regarding any questions that might arise. The captains (or acting captains) shall attempt to settle any disputes that may arise. Disputes that cannot be settled must be protested.
2. Any physical violence, abuse of equipment, poor sportsmanship, or unethical conduct may be grounds for forfeiture of the game, the match or expulsion from the league and forfeiture of all league dues paid.
3. All matches should be finished within a reasonable amount of time (approximately 2 ½ hours). If a team or player is delaying the game excessively the opposing team should give that team or a player a verbal warning. For the first offense there is no penalty. If the team or player still continues to delay – the second offense will be forfeit of that game. A third offense for unnecessarily delaying the game will be forfeiture of that entire match.
4. When a player gets up to the throw line, they must throw all darts they intend to throw before leaving the throw line. (EXAMPLE: you cannot throw one dart and go get a beer and then come back and throw your other dart(s).
5. No crowding the shooter at the line. Give the shooter some room – for safety and common courtesy.
6. Flagrant violations must be documented and submitted to the league secretary who after review will take appropriate action.
7. Penalties for documented and verified unsportsman like conduct incidents:

First incident -	Written reprimand
Second incident -	Two match suspension.
Third incident -	Suspension for one full league season

LOCAL TOURNAMENTS

Mark your calendars now! Check out our web site for additional information and additional tournaments!!!

BULLSHOOTER SALOON LUCK OF THE DRAW

Every Friday night - 7:00pm Sign up – 8:00 Shoot

KARMA LUCK OF THE DRAW

Every Friday night - 7:00 Sign Up – 8:00 Shoot

\$10.00 entry + \$2.00 mystery out

BUZZARDS NEST SATURDAY TOURNAMENTS

Every Saturday night, starting August 31st - 7:00PM Sign Up – 8:00PM Shoot – 250% Payback (50% to Finals) - Chicago Style - Mystery Out - Trips Pot - \$8500.00 Guaranteed
Finals on Saturday, May 10, 2025

BUZZARDS NEST – 10TH ANNUAL “NEST FOR BREASTS” LADIES LOD – OCTOBER 12, 2024

BUZZARDS NEST – 11TH ANNUAL MIXED TRIPLES TOURNAMENT - NOVEMBER 16, 2024

KARMA - TURKEY SHOOT - WEDNESDAY, NOVEMBER 27, 2024

BUZZARDS NEST – 8TH ANNUAL MIXED DOUBLES LOD - DECEMBER 14, 2024

BUZZARDS NEST – 10TH ANNUAL HI/LOW BY AGE - JANUARY 18, 2025

CLUB PARAGON MID WINTER DART TOURNAMENT – FEBRUARY 1 & 2, 2025

4 Player Team – Saturday – 10:00 Registration – 11:00 Start - \$40.00/team entry fee
Chicago Style Doubles – Sunday – 10:00 Registration – 11:00 - \$20.00/team entry fee
\$\$\$ Added to every event!!!

BUZZARDS NEST 34th ANNUAL HEART & DARTS –SATURDAY, FEBRUARY 8, 2025

Mixed Couples Cricket – 5:00pm sign up – 6:00pm start
\$20.00/team entry fee - \$200.00 added

CITY DART TOURNAMENT – FEBRUARY 28 - MARCH 2, 2025

Players must have a minimum of 60 games played in no less than 6 weeks by January 31st to qualify. Two leagues can be combined.

NDA NATIONAL DART TOURNAMENT – WESTGATE LAS VEGAS – APRIL 10-16, 2025

Players must have a minimum of 96 games played between March 1, 2024 – February 14, 2025 to qualify. Multiple league nights can be added together to get the 96 games, however – you must have 24 games of '01 to enter an '01 event and you must have 24 games of Cricket to enter a Cricket event. The 24 games must be on one team.

Visit www.ndadarts.com for additional information.

**WAMO STATE DART TOURNAMENT
THE RESCH CENTER, GREEN BAY - MAY 14 - 18, 2025**

Players must have a minimum of 60 games played by the March 1st to qualify. Entry deadline is March 10th. You can combine 301 & Cricket to meet the 60 game requirements!!! At least 24 of the 60 games must be Cricket to play in the Cricket event. Visit www.wamo.net for additional information.

**38TH ANNIVERSARY BULLSHOOTER WORLD TOURNAMENT - MAY 23-27, 2024
Hyatt Regency O'Hare, Chicago IL**

The above information was accurate at time of printing – see official entry forms in case of any changes!!! Tournament Entry forms will be available on our web site in January!