



DARTS *401 – Open

(*This may be changed if required by fixtures)

1. Teams consist of three (3) players.
2. Competitors **MUST** know how to score their own games.
3. Each side starts with a score of 401(see * above). Game scoring commences immediately with each score being subtracted from the remaining total.
4. The first team to reduce their score to exactly zero is the winner. To finish, a double must be thrown which exactly reduces the score to zero (this is called a 'Peg').
5. If a greater score is thrown than is required to reduce the remaining score to exactly zero, then none of the three darts thrown count and the score remains as it was before that throw was taken. This is called a “bust” and the other team has its turn.
6. If the game ends before the time expires, both teams cease play. (Players will be able to practice in the remaining time).
7. If the game time ends before any team reaches zero (pegged), the team with the lowest score will be deemed the winner.
8. Scoring – Winner (2 points) - Loser (0 points) - Draw (1 point each).
9. The grand final will be played from a 401 score and be the best of three games.

EQUIPMENT AND SAFETY

- Players to supply their own darts.
- SYG will supply dart boards.