



2018 Singles, Doubles & Team DART TOURNAMENT

APRIL 12 – 15, 2018
GRAHAM ARENA
ROCHESTER MN

Over \$48,000 in prize money
last year.

7 Events * Up to 12 levels

Thu. Apr 12th

9am – 501 Singles
5pm – 501 Doubles

Fri. Apr 13th

9am – Cricket Singles
9am – 501 Mixed Doubles
5pm – Cricket Doubles
5pm – 501 Mixed Team

Sat. Apr 14th

9am – 501 Mixed Team

Finals

9am – Mixed Triples Combo
Satellite Event

4pm – 501 Team Tournament

Sun. Apr 15th

10am – 501 Team Finals

For more information call:
Todd Coughlin 507-402-0443
D&R Star 507-226-0366
darts@dnrstar.com



HOTEL INFORMATION

<http://www.rochsports.org/dnr-dart>

All Tournaments Subject to Modification,
D&R Star Sanctioned Adult Players Only

ENTRY FEES

Singles - \$40.00* Doubles - \$80.00* Team - \$160.00*

Level 1 - \$50.00*

Level 1 - \$100.00*

Level 1 - \$200.00*

*All entry fees include pre-paid quarters

Mixed Triples Combo Satellite Event: \$45 per team (\$15 per player)

SIGNUP DEADLINE: APRIL 2ND 2018

Tournament Entry Forms

available on-line at

dnrstar.com

507-402-0443

507-226-0366

darts@dnrstar.com

D&R Star Singles, Doubles & Team Dart Tournament

Players Handbook

DATES: Thursday, April 12th—Sunday, April 15th, 2018

LOCATION: Graham Arena, Rochester MN.

PRIZES: Over **\$48,000** in prizes based on 2017 Tournament. 100% payback of entry fees guaranteed. Pay approx. 25% of the field in each level.

SKILL LEVELS: This Tournament is for D&R-sanctioned players of all skill levels. Each event is leveled based on player-skill, allowing fun and friendly competition for all.

DART BOARDS: Dart boards are provided by: D&R Star and High Country Amusements

SOCIAL: The Mixed Triples Combo event on Saturday morning is open to anyone **NOT** playing in the Mixed Team Finals. Players do not have to qualify to participate in this event.

EVENT FORMAT

All singles, doubles and triples events will be double elimination – races determined by skill level.

All team events will be round robin, 5 or 7 game format, until the finals where it will be double elimination - race to 3.

All matches will flip for start of the 1st game and loser starts thereafter. Tie breaker games in double elimination events and Last Games in Round Robin events will diddle for start, with loser of the original coin flip having choice to “see or show”.

Round Robin Team tie-breaker for advancement into the Finals will be 1 game of stacked High Score.

Mixed Triples Combo will be 501/Cricket/Choice, race to 2.

ENTRY No onsite player registration is accepted due to the classification of events.

Player Fees

Singles	\$40 (\$30 entry : \$8 board fee : \$2 admin. fee)
Singles Level 1	\$50 (\$40 entry : \$8 board fee : \$2 admin. fee)
Doubles	\$80 (\$60 entry : \$16 board fee : \$4 admin fee)
Doubles Level 1	\$100 (\$80 entry: \$16 board fee : \$4 admin fee)
Triples	\$30 (\$10 per player)
Team	\$160 (\$100 entry : \$52 board fee : \$8 admin fee)
Team Level 1	\$200 (\$140 entry : \$52 board fee : \$8 admin fee)

FEES: 100% payback of Entry Fees for all events. A \$5 late fee per player entry after April 6th will apply and be strictly enforced. No entries will be accepted after **April 10th**.

D&R OFFICE: D&R Star Amusements 507-282-6080 Fax: 507-282-8727 email: darts@dnrstar. www.dnrstar.com

Player Eligibility

*Must be at least 21 years of age.

*Must have competed in at least 8 league matches during the sanctioning season (May 1 – Apr 30)

*One player on a **4 person Team** can have as few as 5 weeks of league play.

*Players must have league games played in the event game they are participating in.

*Placement in the Tournament is based on the higher of:

*their highest league average based on 16 games played, **OR**

*their D&R Tournament average from the last 3 tournaments played in (minimum 16 games played), **OR**

*their finishing history from the last time they played in that event. (1st place winners moving up)

Please note, darts used in any NDA Tournaments cannot exceed 20 grams.

Player Classification

Level 1-rated criteria:

A. Players with the player– skill rating of 30 PPD or 3.2 MPR will be considered Level 1 Players in all events and will play in Level 1 singles events and no lower than Level 2 in doubles, triples, and team events.

Teams with the following team sums or higher will be considered Level 1 teams:

501 Open Doubles	59.00
Cricket Open Doubles	6.20
501 Open Team	108.00

B. Level 1 rating may also be awarded to players who:

1. Are without a verifiable player- skill rating (e.g. DI/DO statistics) These players will play in Level 1 only
2. Placed in the money in a D&R Level 1 event in the last year.

3. Show “known ability” with a top finish in a Major tournament in the last year (NDA, MOMA, 7State, MSPDA)
4. Have a D&R Tournament average that places them in the Level 1 category.

C. Level 1-rated players will not be permitted to participate below Level 2.

D. Two Level 1-rated players on ANY team must play at the Level 1 level.

Consistent tracking of player-skill ratings for each event is required. Submission of these ratings must show the cumulative accomplishments of each player. Falsifying this information is grounds for expulsion from the event.

Tournament Schedule

THURSDAY, APRIL 12

8AM – Dart room opens. Mixed Triples Combo sign-up begins.

9AM – 501 Singles begins.

5PM – 501 Doubles begins.

FRIDAY, APRIL 13

8AM – Dart room opens.

9AM – Cricket Singles & 501 Mixed Doubles begins.

5PM – Cricket Doubles & 501 Mixed Team begins.

SATURDAY APRIL 14

8AM – Dart room opens.

9AM – 501 Mixed Team Finals begins.

9AM – Mixed Triples Combo sign-up continues.

10AM – Mixed Triples Combo begins.

4PM – 501 Open Team begins.

SUNDAY APRIL 15

10AM – Open Team Finals begins.

Important Notes:

All events are continuous play. Players must be ready to play when their match card is printed.

Players will be forfeited out 15 minutes after their score card has printed.

Match cards are NOT to leave the Tournament room. This includes bathrooms. Players found with match cards outside the Tournament room will forfeit that match. If you must leave the room, put the match card back into the pigeon hole where it was placed. Keep in mind the 15 minute rule while gone.

Do NOT wait more than 10 minutes to have a team called to your board. A team will have 5 minutes after a call has been made, or, 15 minutes after a match card has been printed before being forfeited out.

Players may NOT participate in more than 1 simultaneously scheduled event at a time.

Tournament staff members are there to help the tournament run smoothly, correct problems, answer questions as able, and make the event as enjoyable for the Players as possible. While

things happen that may be frustrating, abuse of the staff, equipment, spectators or other players and opponents will NOT be tolerated. Such behavior may result in expulsion from the tournament. Especially egregious behavior may result in harsher sanctions.

Decisions made by the Tournament Director are final.

Teams MUST finish the Round Robin events.

Teams dropping out of a Round Robin event without cause will be banned from the D&R Tournament for 2 years.

In the case of an individual who causes a Team to drop out, that player will be banned for 2 years.

Signing up for an event at this Tournament gives implied consent for photographs to be taken for 1st and 2nd place finishes. Payouts will be withheld until those photos have been taken.

Team Makeup

Mixed Doubles teams must have 1 male and 1 female participant.

Mixed Teams must have 2 male and 2 female participants

Mixed Triples teams must have any combination of male **AND** female players.

Tournament Rules

Double Elimination Events:

Flip a coin for 1st game start.

Loser of each game goes 1st thereafter.

PPD's and MPR's must be tracked on your match card after each game.

1st player to win the "Race To" has won the match.

Tie breaker games should follow the following procedure:

Players will Diddle for start.

Loser of the original coin flip has choice to "see or show" in the Diddle.

Closest to the middle wins.

Singles and Doubles events play just as they have been.

Team events play **stacked 501**, 2 players on each score. Averages are not tracked on this game.

Round Robin Events:

Flip a coin for Home or Away.

Loser of each game goes 1st thereafter.

PPD's and MPR's must be tracked on your match card after each game.

All 5 or 7 games are played, regardless of score.

Final game of each match should follow the following procedure:

Teams will Diddle for start.

Loser of the original coin flip has choice to "see or show" in the Diddle.

Closest to the middle wins.

Teams play **stacked 501**, 2 players on each score. Averages are not tracked on this game.

Results are NOT official until announced by the Tournament Director. Players should not assume advancement until announced.

Top 2 teams in each Round Robin advance to the Finals. Ties for advancement are broken by a single game of **stacked High Score**.

Mixed Events:

Ladies always start each game.

All other aspects of the matches are played as above.

Mixed Triples Combo:

All games are played stacked. (All players on 1 score for each team).

Shooting order is up to each team. Ladies do NOT have to start.

Game 1 is 701, Game 2 is Cricket, Game 3 is determined by the Diddle.

Winner of the Diddle has the choice to go first or choose the game.

Incorrectly Scored Darts:

If a dart scores incorrectly, **DO NOT** pull the darts out of the board **unless** it is a **stuck dart**.

The dart boards may be backed up by a **Tournament official** to correct errors.

The dart to be corrected **MUST** still be stuck in the board.

Darts that have been removed may not be corrected without a **consensus** of the team captains.

The goal is to get it right, not to take advantage of your opponent.

Forfeits:

A forfeit may be awarded for the following:

A team/player is 15 minutes late for a match. 1 call will be made.

A team/player is unable to continue or has withdrawn from a Double Elimination event.

A team/player falsifies their match stats.

A team/player removes the match card from the Tournament room before the match,
or after the match without scanning it.

A team/player becomes physical, distracting or harassing to an opponent, spectator or staff member.

A team/player becomes destructive to the equipment or arena.

Subs:

A sub may be added to a Team (2 or 4 person) **BEFORE** the team has begun play. The sub must not move the team into a higher level.

A player **MUST** have played in the Round Robin portion of a tournament in order to play in the Finals of that event.