



ZONE CHAMPIONSHIPS

501 Best 2 of 3 #Advancing__

EVENT		BOARDS		SECTION	
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1	
2	
3	
4	

5	
6	
7	
8	

ROUNDS - FROM LEFT TO RIGHT

EACH ROUND MUST BE PLAYED IN ORDER - DO NOT MOVE AHEAD

BOARD #																			
ROUND	4		RD	5		RD	6			RD	7				RD	8			
1	1 & 4	2 & 3	1	1 & 2	3 & 4	1	1 & 2	3 & 4	5 & 6	1	5 & 4	3 & 6	2 & 7	1	1 & 2	3 & 4	5 & 6	7 & 8	
2	3 & 1	4 & 2	2	5 & 4	2 & 3	2	5 & 4	1 & 6	2 & 3	2	6 & 7	4 & 1	2 & 3	2	6 & 7	4 & 1	2 & 3	8 & 5	
3	3 & 4	2 & 1	3	3 & 1	5 & 2	3	3 & 1	5 & 2	6 & 4	3	7 & 4	5 & 2	1 & 6	3	3 & 8	5 & 2	7 & 4	1 & 6	
	3 TEAMS		4	3 & 5	4 & 1	4	2 & 6	4 & 1	3 & 5	4	1 & 2	3 & 4	5 & 6	4	5 & 4	8 & 1	3 & 6	2 & 7	
	1 VS 2		5	5 & 1	4 & 2	5	1 & 5	6 & 3	4 & 2	5	7 & 5	4 & 2	1 & 3	5	7 & 5	4 & 2	1 & 3	6 & 8	
	Loser VS 3									6	6 & 4	1 & 7	3 & 5	6	8 & 2	6 & 4	1 & 7	3 & 5	
	3 VS Winner of 1st Game									7	5 & 1	7 & 3	2 & 6	7	5 & 1	7 & 3	4 & 8	2 & 6	

Round	RD 1	RD 2	RD 3	RD 4	RD 5	RD 6	RD 7	WINS	PLACE
1									
2									
3									
4									
5									
6									
7									
8									

Order of Play:

The order of play shall be determined by the toss of a coin. The winner of the toss shall throw first in the 1st leg. The loser of the toss will throw first in the 2nd leg. If the match goes to the deciding leg, the winner of the coin toss shall have the option of corking first or second. Each player must have a dart in the scoring area of the board. If a tie occurs, **remove the darts from the board** and throw again in reverse order. If the first thrower's dart lands in the inner-bull, the second shooter may request it be removed. Outer bulls may not be removed.