



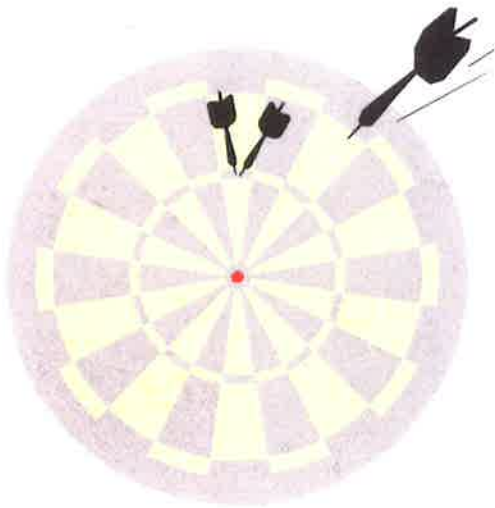
Provincial Dart Tournament
Calgary Aerie #2098
9303 5th Street S.E.
Calgary, AB T2J 1K4
(403) 252-2116



March 2 to 4, 2018

Registration packages sent to each Aerie/Auxiliary before January 15, 2018

All participants must PRE-REGISTER by February 15, 2018



7:00 pm Friday Evening
Mixed Doubles

9:00 am Saturday Morning
Men's Singles
Ladies Doubles

Saturday Afternoon
Men's Doubles
Ladies Singles

7:00 pm Saturday Evening
Banquet & Awards

9:00 am Sunday Morning
Mixed Triples

Following afterwards
Tournament Critique
(Aerie & Aux Reps)

Cash Prizes, Trophies, Good Eats and Good Times

Need more information?

Contact: Anne Dumais

Phone: (403) 248-1454 Fax: (866) 688-1803 anne@blastpromo.com

Note: All participants must be current Eagle members



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Meal Survey

Please let us know if you plan on having meals at the Club

Contestant Name: _____

Friday night steak	\$13.00	Y / N
Saturday Breakfast (full breakfast)	\$7.00	Y / N
Saturday Lunch (Chili)	\$8.00	Y / N
Saturday Banquet (Roast Beef)	\$20.00	Y / N
Sunday Breakfast (Continental)	\$4.00	Y / N
Sunday Lunch (Soup & Sandwich)	\$7.00	Y / N

Let us know if you have any dietary restrictions.

Giving us advance notice of your plans will help us to provide better service for meals without disruption of the tournament play.

Please attach this survey with your entry fee.

Saturday Banquet must be paid for at the time of registration on Friday evening.

Thank you for your cooperation.



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Schedule of Events

(times approximate)

Friday, March 2

- ❖ Player Registration 5:00 pm to 7:00 pm
- ❖ Steak Supper at the Aerie 5:30 pm to 8:00 pm
- ❖ Mixed Doubles 7:00 pm to ??

Saturday, March 3

- ❖ Breakfast at the Aerie 7:30 am to 9:00 am
- ❖ Player Registration continued 8:00 am to 9:00 am
- ❖ Men's Singles & Ladies Doubles 9:00 am to 1:00 pm
- ❖ Lunch at the Aerie 11:30 am to 1:30 pm
- ❖ Men's Doubles & Ladies Singles 1:00 pm to 5:00 pm
- ❖ Banquet & Presentations in Hall 7:00 pm to ??
- ❖ Tournament Review Meeting

Sunday, March 4

- ❖ Breakfast at the Aerie 7:30 am to 9:00 am
- ❖ Mixed Triples 9:00 am to 1:00 pm
- ❖ Lunch at the Aerie 11:30 am to 1:30 pm
- ❖ Presentation of Mixed Triples Awards 1:30 pm to 1:45 pm



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Registration Form

Contestant Name: _____

Aerie / Auxiliary No: _____

Event Entry(s):	fee	Name(s)	
❖ Ladies Singles	\$15	_____	Y/N
❖ Ladies Doubles	\$15/ea	_____ / _____	Y/N
❖ Men's Singles	\$15	_____	Y/N
❖ Men's Doubles	\$15/ea	_____ / _____	Y/N
❖ Mixed Doubles	\$15/ea	_____ / _____	Y/N
❖ Mixed Triples	\$15/ea	_____ / _____	Y/N

Registration Fee: \$ _____
If entering all 4 events , enclose \$50 Otherwise \$15 per event
Saturday night Banquet \$20 each: \$ _____

I acknowledge that I have read and understand the Provincial Dart Guidelines and Rules

Entry Deadline: All entries with fees must be mailed by **FEBRUARY 15, 2018**
Send to: Anne Dumais
620 Avery Place S.E.
Calgary, AB T2J 1E3
or Fax: 877-688-1803

To lessen the workload & avoid confusion, booking of lodgings is an individual responsibility. See attached listing of available hotels. Reserve early!!



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Lodgings

Carriage House & Inn

<http://www.carriagehouse.net/>
9030 Macleod Trail South
Calgary, AB
Phone 1-403-253-1101
Toll-free: 1-800-661-9566

Sandman Hotel & Suites Calgary South

<https://www.sandmanhotels.ca/hotels/calgary-south/>
8001 11 Street SE
Calgary, AB, Canada
Phone 1-403-252-7263
Toll-free: 1+800+SANDMAN (726 3626)

Stetson Village Inn

<http://www.stetsoninn.ca/>
10002 Macleod Trail S Calgary, AB
Phone: Tel: 1-403-271-3210
Reservations: 1-888-322-3210

Delta Calgary South

<https://www.marriott.com/hotels/travel/yycdc-delta-hotels-calgary-south/>
135 Southland Drive SE
Calgary, AB
Phone: 1-403-278-5050
Reservations: 1-877-278-5050

GUIDELINES FOR HOSTING ANNUAL DART TOURNAMENT

1. The Host Aerie/Auxiliary must provide a banquet ticket for the Provincial Sports Chairman.
2. A notice must be sent to all Provincial Aeries and Auxiliaries at least three (3) months prior to the event. The following items must be included:
 - Events – date, times, and location.
 - Registration, Meals, Banquet – cost, times, and location.
 - Pre-Registration – where to send, to whom to make out cheques, deadline to be three (3) weeks prior to event.
 - Contact name, phone number, and e-mail (if possible).
 - Hotel Package
 - Official Entry form will be sent out. **The form must have in addition an area that entrants sign to acknowledge that they have read and understand Provincial dart guidelines and rules.**
3. Registration not to exceed \$15.00 per player per event.
4. All registration fees, less authorized expenses (rental of dart boards) must be given out as cash awards.
5. Trophies as supplied by Provincial must be awarded for first place in each event. It is the responsibility of those winning the trophies to have their names and year put on these trophies.
6. There will be six events. Men's singles and doubles, Ladies singles and doubles, and Mixed doubles and triples.
7. Host Aerie/Auxiliary must offer the following meals: Friday supper, Saturday breakfast and lunch and Sunday breakfast and lunch and a Saturday night Banquet.
8. There shall be cash prizes awarded for each event as follows: two-thirds (66.7%) to first, one-third (33.3%) to second, to the nearest five dollars, of what is left after third is given their entry fee back.
9. Format shall be Round Robin (when there are less than 8 players or teams in an event), otherwise Section Play/Playoff as outlined in the attached rules. This will be up to the discretion of the host Aerie.
10. Host Aerie/Auxiliary will appoint three (3) Officials for all events, one of which shall be appointed Statistician. The Statistician will call all boards and games.
11. All awards will be handed out at the Saturday Night Banquet, with the exception of any events not concluded until Sunday, which will be handed out at Sunday Lunch.

12. Friday events may start any time after 4:00 pm, to allow travel time for out of town players. **Daily event posted start times players will be given 15 minutes grace if running late.**
13. Rotation will be only between Aeries that participate. In the event that another Aerie sends players, they would be put on the bottom of the rotation. If however you do not participate one year the Aerie drops off the rotation.
14. Minutes of the meeting of club representatives will be recorded by the host Aerie. Host Aeries for the next 2 years will be decided, along with any changes to guidelines and rules. These items will be approved at the next Provincial officers meeting.
15. Within thirty (30) days of completion of the tournament, or before the next Provincial Officer's Meeting, whichever comes first, a copy of the award winners, a financial statement, and an event report must be delivered to all participating Aeries and the Provincial Sports Chairman.
16. The host Aerie/Auxiliary must require OFFICIAL MEMBERSHIP RECEIPTS to be shown during Registration. Anyone without said Official Receipt will be required to prove to the Statistician, beyond a shadow of a doubt, proof of his/her Membership.
17. Failure to follow any of these rules MAY result in Host Aerie/Auxiliary forfeiting future opportunities to host Alta/Sask Provincial Sports events.
18. Rules of Etiquette must be enforced by the Officials, and they have the right to bar any player breaking etiquette (or any other) rules from further play in the tournament.
19. The Provincial Dart Tournament must be held in the month of February or March, with the third weekend being the preferred date depending on other Provincial events.

ALTA/SASK PROVINCIAL DART RULES

GLOSSARY OF TERMS:

- **EVENT:** Ladies Singles, Men's Singles, Ladies Doubles, Men's Doubles, Mixed Doubles, Mixed Triples, are the only events in this tournament. Each event shall be limited to sixty four (64) teams.
- **GAME:** Singles, Doubles and Triples 501. All Games are SIDO (straight in, double out).
- **MATCH:** A Match shall consist of two (2) teams of one (1), two (2), or three (3) players.
- **OFFICIAL:** A person designated by the Host Aerie to settle all disputes, and to interpret any contested rules. His/Her decision is final.

- **PLAYOFF:** A playoff will decide, based on the results of Section Play, the order of finish for trophies and cash prizes, as follows:
 - If one (1) section there will be no playoff
 - If two (2) sections, top four (4) from each section will play off
 - If four (4) sections, top two (2) from each section will play off and
 - If eight (8) sections, top two (2) from each section will play off
 - Sections will be formed so that 1st & 2nd or 3rd & 4th from any section will not meet until the finals. 1st & 3rd/4th or 2nd & 3rd/4th from any section should not meet until the semi-finals.

- **ROUND ROBIN:** Play is decided by the order of finish and does not require further play. Round Robin Play should be used only when there are less than eight (8) players/teams in any one event. It also be noted that in Round Robin Play the payout should be first, second & third place only, and not joint third.

- **SCORER:** Scorekeeper, Marker, or Chalkier, appointed by the Official. Any player/team wishing to dispute this appointment must do so before the first dart is thrown. The scorer must report scores to the Statistician at the conclusion of each set. SCORER may be player of that set. If numbers permit, it is always helpful if the Chalkier does not play.

- **SECTION:** A group of players/teams, where feasible hold sections to a maximum of four (4) this makes up a Section (**with no exceptions**). No two (2) Teams from an Aerie/Auxiliary shall be placed in the same section unless there are more teams than sections, and then they shall be divided evenly between Sections. Placing of players/teams within a Section, will determine advancement to the playoffs. All ties affecting this placing of players/teams will be decided with the player/team winning the set between them being placed highest. Application of this look back rule should not eliminate a team rather a single playoff game of 701 SIDO will be played by all tied with the first doubling out to be placed highest, followed by the next to double out, and so on.

- **SET:** That part of a Match consisting, in a Round Robin of three (3) games or (2) games at the discretion of the host Aerie depending on the amount of teams entered and in a Playoff the best two (2) out of three (3) games.

- **STATISTICIAN:** The Host Aerie will appoint the Statistician. He/she will keep all records and call all games, and boards, as necessary.

- **THROWING AREA:** This is the area behind the foul line (away from the board) designated for the purpose of giving the Darter sufficient room to throw his/her darts. The other players on his/her team or the opposing team will not enter this area until it is their turn to throw. The Throwing Area is thirty-six inches (36") from the front edge of the foul line and measured away from the dartboard. Once a dart has been thrown, the Darter may not leave the Throwing Area, unless there is no chalkier provided, until such time as his turn is over. If he/she does so, this immediately ends their turn, no matter how many darts have been thrown.

PLAYING RULES:

All dart events played under the exclusive supervision of and/or sanctioned by FOE Alta/Sask Provincial Aerie, shall be played by Aerie and Auxiliary members only, in accordance with the following rules.

Prior to commencement of play the draw master will brief competitors of commonly encountered problems, eg. Dart play etiquette, SIDO, three dart rule and ties.

GENERAL:

1. All players/teams shall play by these Provincial Rules.
2. Any player/team, who, during the course of any event, fails to comply with any of these Provincial Rules, shall be subject to disqualification from that event. Discretion is in the hands of the Officials. And there will be no recourse.
3. **GOOD SPORTSMANSHIP** shall be the prevailing attitude throughout the tournament. **NO PROFANITY SHALL BE ALLOWED. Interference from spectators is unacceptable this includes infringing on the throwing area and coaching in any form. Each participating Aerie dart executive will be responsible to police their players.**
4. The format of this Tournament will be: SECTION PLAY/PLAYOFF, or ROUND ROBIN, if less than eight (8) players/teams in an event.
5. Gambling is neither permitted nor sanctioned by the Provincial Aerie.
6. **NO COACHING** will be allowed at any time, with the exception of: a player may ask the amount scored or the score remaining; a player may request assistance from a team mate, but must first step away from the oche.
7. Players must stay in play area during play. A player may leave to go to the bathroom if necessary, but must let teammate know and must not delay play for any other reason.

AWARDS:

1. Cash Awards will be given for **FIRST, SECOND, and JOINT THIRD** for events determined by Section Play. Round Robin play should be paid out for first, second, and third only. First to receive two-thirds (66.7%), second one-third (33.3%), to the nearest \$5.00, of what is left after third is given their entry fee (\$15.00) back.

PROCEDURAL:

1. Decisions regarding event scheduling and the method of player registration shall be left to the discretion of the host Aerie organizers.

2. Nine-dart warm-up is the maximum allowance per player.
3. Dartboards are reserved for assigned match pairings only. Boards are not to be used for practice unless so designated.
4. Start time for Players/Teams will be allowed (15) minutes from the time of the last team finishes so they can move around to get drinks, smoke or bathroom etc. When this time is up they must report to their next board. Players/Teams will be called three (3) times ONLY. Then a FORFIET will be called for the Player/Team.
5. Players, Scorers, and Officials ONLY are allowed inside the playing area.
6. Opposing players must stand at least three (3) feet behind the player at the line.

THROW:

1. All darts must be thrown by and from, the hand. Throws can only be made from the throwing area.
2. A throw shall consist of three darts, unless a Game/Match is completed in a lesser amount.
3. Any dart bouncing off, or falling out of the dartboard, shall not be rethrown.

EQUIPMENT:

DARTS

1. Darts used in the tournament shall not exceed an overall maximum length of 30.5 cm (12 inches), nor weigh more than 50 grams per dart. Each dart shall consist of a recognizable point, barrel, and flight.
- 2.

DARTBOARD

1. The dartboard shall be a standard eighteen (18) inch bristle board, and shall be of the standard 1-20 clock pattern.
2. The scoring wedge indicated by the 20 shall be the darker of the two (2) wedge colors and must be the top centre wedge.
3. No alterations/accessories may be added to the board setups.
4. The inner narrow band shall score "TRIPLE" the segment number and the outer narrow band shall score "DOUBLE" the segment number.

5. The outer centre ring shall score twenty-five (25) and the inner centre ring shall score fifty (50) and shall be called the "BULL".
6. The minimum throwing distance shall be 7' 9-1/4". The board height shall be 5' 8" (floor to centre bull; 9' 7-1/2" measured diagonally from the centre bull to the front of the foul line.

LIGHTING

1. Lights must be affixed in such a way as to brightly illuminate each board, reduce to a minimum the shadows cast by the darts, and not physically impede the flight of a dart.

LINE or OCHE}

1. Should a player have any portion of his foot or shoe over the line during a throw, all darts so thrown shall be counted as part of his throw, but any score made by said darts shall be invalid and not counted. One warning by an Official shall be considered sufficient before invoking this rule.
2. A player wishing to throw a dart, or darts, from a point either side of the line, must keep his feet behind an imaginary straight line extending laterally eighteen inches (18") from side of the OCHE LINE.

STARTING ALL GAMES:

1. All games will start by the toss of a coin. The winner of the toss will start the first game of a set. The loser of the toss will start the second game of the set. If a third game is necessary, starter of the third set will be determined by a Diddle for the middle, the winner of the coin toss having the option of being first to diddle. Closest dart to the middle will start the third set.
2. The closest dart to the centre bull will be the first to throw. In the event of both Diddlers hitting the centre bull, these darts will be removed from the board and each, in the same order as the tied Diddle, will throw another dart. This process will continue until a winner of the Diddle is determined.
3. The second thrower may acknowledge the first dart as an inner Bull, and ask for that dart to be removed prior to his throw. A dart must remain in the board in order to count. Additional throws may be made when diddling, until such time as the throwers dart remains in the board.
4. The Scorer will declare the winner of the Diddle.

EVENTS:

1. It is permissible for one member of a team to diddle, and have his/her partner or teammate shoot first
2. No player shall participate more than once in any event as a single or as part of a team.

3. A player may enter as many events as he/she wants.
4. All mixed events shall consist of at least one player of each gender.
5. No substitutes shall be allowed after the first round.

SCORING:

1. For a dart to score it must remain in the board five (5) seconds after the third or final dart has been thrown by that player. The tip of the dart must be touching the bristle portion of the board in order for that dart to be counted as score.
2. No dart may be touched by the thrower, another player, scorer, or spectator prior to the decision of the scorer.
3. A dart's score shall be determined from the side of the wire at which the point of the dart enters the board.
4. It is the RESPONSIBILITY of the player to verify his/her score before removing his/her darts from the board. The score remains as written if one or more darts have been removed from the board. Errors in arithmetic must stand as written, unless corrected prior to the beginning of that player's next throw. In case of doubles/triples games, such errors must be rectified prior to the next turn of any player on that team.
5. In doubles/triples events, no player may throw (during a set) until each of his teammates has completed his/her throw. This means players will continue to throw in order throughout all games within a set. The first player throwing out of turn shall receive a score of ZERO points for that round and his/her team shall forfeit such turn.
6. The scorer shall mark the board so that scores made are listed in the outer columns of the scoreboard, and the totals remaining are listed in the two middle columns.
7. The scoreboard must be clearly visible in front of the players at the line.
8. The scorer may inform the thrower what he/she has scored and/or what he/she has left. He/she MAY NOT inform the thrower what he/she has left in terms of number combinations. It is permissible for a partner/teammate to advise the thrower during the course of a set/game, ONLY, as to which combinations/doubles are best or necessary to reach zero.

ALL GAMES:

1. The game ends when the double is hit regardless of other darts thrown. For the purpose of starting and finishing a set/game, the Inner Bull is considered a double 25.
2. The BUST RULE shall apply. If the player scores one less, equal to (without double to achieve), or more points than needed to reach zero, he/she has "BUSTED". His/her score reverts back to the score required prior to the beginning of his/her throw.
3. Fast finishes, such as "3 in a bed", "222", "111", "Shanghai", etc., DO NOT APPLY. The only exception being that the "Three Dart Rule" will be used. Once both teams are on a double, there is a time limit of 15 minutes. Then if no one is able to finish within this time frame, each person throws 9 darts. The highest total for the team wins the

game. When play has progressed to a double one to finish the game, the players will use the "Three Dart Rule". Starting with the team/player who first reached double one, after both Teams/Players have played three consecutive rounds, failing to hit the double one, the three dart rule will be in effect, each player in rotation will attempt, by normal throw, to hit the double one, while throwing all three darts (regardless of where they land) until such time as the double one is hit, thus winning the game.

4. A set/game is concluded at such time as a player/team hits the DOUBLE required to reduce their score to zero. Any and all darts thrown subsequently shall not count for score.