

# MILL CITY DART LEAGUE

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## Scoring a dart game – the basics

### What's recordable – scores you can record X01 and Cricket – NOT CORK CALLS

#### **601, 501, 301**

- Tons (when the sum of three darts totals 100 or more)
- High In/Out (the sum of three darts that is above 100 to either start a game or end a game)
  - \*Note\* - You cannot record a High In for a 501 as you do not have to double on to start the match.

#### **Cricket**

- RO's (when you hit a total of 6 or more scoring marks in a single turn... i.e. Single 20, Triple 19 and a Triple 18 would count as an RO7). When shooting at the bulls-eye, if you hit 4 or more bulls-eye in one turn, mark it as an RO4C, R05C or R06C. If you hit 4 or more bulls-eyes to win the match, but you only needed 3, the RO4C does not count.
- Low Dart Games (the number of darts it takes to win the game, no more than X)

### Coveted 'scores' – scores you can record during any game, INCLUDING CORK CALLS

- 180 – Three 'triple' 20
- RO9 – All three darts in the 'triple' of the board – 15 and higher
- RO6 (corks) – All three darts in the 'double' bull
- 160 on
- 170 out

### How to write your scores

Please use the appropriate area of the MCDL match report. All recordings should be done legibly. It is preferred if "T" is not used, rather write out the score – 100, 103, 125, etc. Any scores 'hit' in Cork Calls should be marked with a 'cc' after it. This will help determine the accumulation of tons and ROs.