

# MILL CITY DART LEAGUE

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P.O. BOX 8642 LOWELL, MA 01853

HOME TEAM SAVES & SENDS THROUGH DART CONNECT

## MONDAY LOWELL FALL/WINTER

FINALS MATCH REPORT FIRST TEAM WITH 18 POINTS WINS				
VISITING TEAM		HOME TEAM		
<b>601</b>				
	*			
		*		
<b>CRICKET</b>				
	*			
		*		
	*			
<b>Singles</b>				
	*			
		*		
	*			
		*		
	*			
		*		
<b>501</b>				
	*			
		*		
	*			
<b>CORK CALLS</b>				
A		*	A	
B			B	
A	*		A	
B			B	
A		*	A	
B			B	
<b>FINAL SCORE</b>			<b>FINAL SCORE</b>	
<b>CAPTAIN'S SIGNATURES</b>				

**HOME TEAM SAVES & SENDS THROUGH DART CONNECT**

\* = WHICH TEAM SHOOT'S FIRST

Finals Wk: \_\_\_\_\_  
 Division: \_\_\_\_\_  
 Start Time: \_\_\_\_\_  
 End Time: \_\_\_\_\_



**In over time each player is only eligible to play once!**

VISITING TEAM OVER TIME	
<b>601</b>	
<b>Cricket</b>	
	*
<b>301</b>	

HOME TEAM OVER TIME	
<b>601</b>	
	*
<b>Cricket</b>	
<b>301</b>	
	*

**601** - 1 game, \* goes right on, double in double out  
**Cricket** - A/B div is best of 3, C/D is 1 game \* has choice of cork in 1st game, loser of 1st game has choice of cork in 2nd game, loser of 2nd game has choice of cork in 3rd game  
**Singles** – best of 3, \* has choice of cork 1st game, winner of cork chooses cricket or 301, loser chooses cork in 2nd game, winner of cork starts in the opposite game of the first game. Loser of that game has choice for cork in 3rd game and the winner of the cork can choose cricket or 301  
**501** – A/B is best of 3, C/D is 1 game, straight in and double out, \* goes right on in 1st game, loser of that that game goes right on in 2nd game, loser of 2nd game has choice for cork, winner goes right on.  
**Cork Calls** – best of 3, \* has choice of cork, winner chooses cricket or 501, loser of that game has choice for cork, winner chooses cricket or 501, loser of that 2nd game has choice for cork and winner chooses cricket or 501, but if 2 crickets have been played 3rd game must be 501 and vice versa