GLOSSARY OF TERMS

Actual Darts Thrown
Counting the actual darts that are used, not passed, in a match. Only approved means of tracking feats for the NDA's Team Dart Tournament.

Blocked
A player is blocked when his or her partner's score is higher than the combined score of their opponents. The player may still throw to get his or her points lower, but cannot go out without losing the game because of his or her partner's high score. The following will result in a loss: When a player reaches zero but his or her partner's score is not equal to or lower than their opponents combined score. Remember you can go out on a tie.

Classified League
Any league that consists of teams with similar or closely matched team averages.

Closed
When a team has scored 3 Marks on the same number or Bull's Eye in Cricket.

Feats
Various darting accomplishments. (See '01 and Cricket Feats)

Frozen
A player is frozen when his or her score is at one point (two points in "Double Out") and his or her partner's score is higher than the combined score of their opponent's. The player may not get his score any lower without losing the game (See Blocked).

Games
The individual components of a dart match.

Geographic League
Any league that consists of teams from the same area or location in a town.

Ladies
Teams consisting of only females.

League
All teams that compete directly against each other in a season.

League Division
Teams in a specified combination or skill level.

League System
All of a operator member's leagues.

Mark
Any throw that registers on a number either to help close the number or score points in Cricket. The Single segment portion of the Cricket number scores one (1) mark. The Double segment scores two (2) marks, while the Triple segment scores three (3) marks. The outer portion of the Bull's Eye scores one (1) mark and the inner section scores two (2) marks.

Marks Per Round (MPR)
The system for averaging the marks a player throws each turn in a game of Cricket. The higher the MPR, the better the player.

Match
The total games played on a league night.

Mixed Doubles
Teams made up of an equal number of males and females. In each game a female and male throw together.

Open
Teams made up of any combination of males and/or females.

Passed Darts
Darts not thrown during a round or game for one reason or another.

Points Per Dart (PPD)
The system for averaging the points a player throws on each dart in an '01 game. The higher the PPD, the better the player.

Round
A player/team's turn during a game. Each player has the option of throwing zero, one, two or three darts each round.

Spot Darts
A way of handicapping players, teams and leagues. Better players throw fewer darts at the beginning of the game.

Spot Round(s)
The first or opening rounds of a spot-handicapped game.

Turn
A player is entitled to a maximum of three darts per turn. A player may opt to throw zero, one, two or three darts.

Unclosed
When a team has two or fewer marks on a number or Bull's Eye.

Player Achievements

'01 Feats

6 through 12 Dart Outs (Abbreviated 6DO, 7DO, etc.)
A perfect game for 301 is accomplished with 6 darts. A perfect game for 501 is accomplished with 9 darts. A 7 or 10 Dart Out occurs when you win the game while throwing only 7 or 10 darts. The same is true for 8, 11 and 12 Dart Outs.

4th Round Out (Abbreviated 4RO)
Winning the game on either your 10th, 11th or 12th dart.

Low Ton (Abbreviated LT)
A score of 100 to 150 points in one turn (A Hat Trick is not counted as a Low Ton).

High Ton (Abbreviated HT)
A score of 151 to 180 points in one turn.

Ton Over
Same as High Ton.

Hat Trick (Abbreviated HAT)
All three darts registering in either the inner or outer portion of the Bull's Eye on one turn.

High Out
The highest out score in any '01 game.

Assist (Abbreviated A)
When a player receives credit for his/her partner winning the game.

Win (Abbreviated W)
What a player receives when he/she throws the winning dart.

5th Round Out (Abbreviated 5RO)
Winning the game on either the 13th, 14th or 15th dart.

Cricket Feats

8 Dart Out and 9 Dart Out (Abbreviated 8DO and 9DO)
8 Dart Out is a perfect game when there is a Double Bull's Eye. 9 Dart Out is a perfect game if there is not a Double Bull's Eye.

White Horse (Abbreviated WH)

Three darts registering three different Cricket triples in one turn that have not previously been marked or scored upon by your team (while there are 9 marks in a White Horse, it is not scored as a 9 Mark. See 9 Mark).

9 Mark (Abbreviated 9M)

Registering three Cricket triples in one turn. This could be three different triples that have previously been scored upon by your team, two triples that are the same and a different triple or the same three triples.

8 Mark (Abbreviated 8M)

Registering two triples and one double (could be a double Bull's Eye) in one turn.

7 Mark (Abbreviated 7M)

Registering two triples and one single or one triple and two doubles (could be two double Bull's Eyes) in one turn.

6 Mark (Abbreviated 6M)

Registering two triples, one triple and one double (could be a double Bull's Eye) and one single, or three doubles in one turn.

5 Mark (Abbreviated 5M)

Registering one triple and one double (could be a double Bull's Eye), one triple and two singles, or two doubles (could be two double Bull's Eyes) and one single in one turn.

4 Mark (Abbreviated 4M)

Registering one triple and one single, two doubles (could be two double Bull's Eyes), or one double (could be a double Bull's Eye) and two singles in one turn.

Crick Hat (Abbreviated CHT)

All three darts registering in either the inner or outer circle of the Bull's Eye in one turn. A Hat Trick in Cricket will register anywhere from three marks up to six marks, depending on whether they land in the Bull's Eye's inner or outer circle.

Assist, Win

Same as '01.