

## Dart Connect Procedures

### 1. Getting Started:

- A. Enter the Dartconnect scoring App.
- B. Click League (SDDL will be there click it)
- C. Click on the Home team name on the left, then click on the visiting team on the left.
- D. Teams will open up, choose the names of the players playing the first game and click cork for start. (green button on left hand corner)
- E. Screen will prompt for leg number and point value. Leg number is 1, point value is 1 for singles and 2 for doubles. You will be prompted for point value and leg number at the beginning of each set of games.
- F. Cork for the start and click on the the winning players name.
- G. Choose the game being played.
- H. Singles will just start up immediately, doubles you will click on the starting player for each team before starting the throws.

### 2. Scoring: 501

- A. Scoring is the same as just about any other scoring device. Enter the score and click the enter button. There are quick scoring numbers on the side of the number pad. If you hit one of those you do not need to press enter.
- B. If a mistake is made don't worry just touch the score that the mistake was made on and correct.
- C. When the winning dart is hit above the number pad is 3 flight shapes numbered 1,2, and 3. Hit the corresponding number to the number of darts thrown in the final throw and hit confirm.

### 3. Scoring: Cricket

- A. Scoring cricket on marksmanship is easy and efficient. There are the cricket numbers and letter next to each number. The easiest way to understand the scoring for this is whatever the dart hits that's what is recorded on the score. For example, if someone hits 5 20's you would hit the T next to the 20 and the number 20 2x. The app will not allow you to make more than 3 hits on the throw.
- B. If a mistake is made in cricket it needs to be fixed immediately by hitting the undo button and fixing the mistake. If enter has already been pushed then you hit undo and replay turn and fix the score.
- C. When the final dart is thrown enter the score, once again the 3 flights will show up and hit the corresponding flight to the number dart thrown to complete game and confirm.

### 4. Ending the match:

When the the match is over it will show a final score and will have a button underneath marked save match. Hit that button. Even if there is no WIFI at the moment it will save automatically once you get to a place with WIFI.

