



GENERAL REGULATIONS

Foreword

These regulations are based on common sense and sportsmanship. In any situation not covered in this document, the organization will make the decision it deems appropriate, and all participants must abide by it. Such decisions will not set precedents for future editions of these regulations. Participation in any event organized by the Association implies acceptance of and compliance with the rules set out in this document.

1. Averages

1.1. General Averages

1. Only players whose averages have been obtained through League Leader systems may participate in the Championship. These averages must come from a league average with a minimum of 20 Cricket games from a league that has been played and completed within the natural year counted from the end date of the previous European Championship to this one.

Exceptions: - Players invited by Bullshooter Europe. - Players from areas with a Bullshooter operator who, for any reason, did not participate in the league will always compete in the highest category.

2. Each player's category will be shown on their Bullshooter license.
3. Operators must provide the organization with their League Leader access credentials, the League Leader reports for players where the player's league average is shown, as well as the registration documentation for players and teams, or any files required to carry out any verification that may be needed.
4. To participate in the championship, players must have, at minimum, an average based on 20 Cricket games recorded in League Leader. These 20 games must have been played on at least 5 different days, be no older than one year, and belong to completed leagues.

Averages obtained from VRS competitions are not valid as the player's average. If a player has played and completed more than one league, the highest average among the leagues completed within the validity period will be used as the reference, and this will be the average the operator must provide through the corresponding League Leader report.

5. If, during the course of the championship, a player exceeds their registration average by 25%, they will be sanctioned with the appropriate measures determined by the Sports Director.

1.2. Claims

- Any claim related to a player's averages must be submitted through the operator and must be accompanied by a €50 deposit. If the claim is valid, the deposit will be refunded to the claimant.

1.3. Sanctions

- If the organization detects that a player or their operator has falsified any average, it reserves the right to sanction the player and, if necessary, the operator.
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2. Team Average Regulations

1. Team competitions will be divided into 4 groups, using as a reference the sum of the averages of the 4 players with the highest averages.
 2. No team may have more than one player who, individually, plays in the immediately higher group. For example, a team whose total places it in AMATEUR B and that has 2 players who individually belong to AMATEUR A must compete in AMATEUR A. Likewise, an AMATEUR B team may not include players from the MASTER or PRO categories.
 3. Teams may not include a player who, individually, belongs to two or more higher levels.
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3. Championship Regulations

1. All player data in Bullshooter championships will be recorded in an organizational file in compliance with Organic Law 15/1999 on the protection of personal data. These data will be used solely for managing commitments arising from the organization of the championship. Any modification or cancellation must be communicated directly to the organization.
2. The championships of the Bullshooter Europe Sports Association are managed through CompuSport, a web program that facilitates the management of Bullshooter championships. CompuSport streamlines and simplifies the operation of the competition, providing tools to track the championship's progress.

3. To participate in Bullshooter championships, players must have obtained a minimum M.P.R based on 20 Cricket games played in Bullshooter provincial or European leagues. Otherwise, the championship organization may assign a higher level to the player or prohibit their participation.
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4. Player Management

1. The player **MUST** perform two actions with their license: register (by presenting their license) and validate results in the bracket (by submitting the match sheet signed by both players or teams).
 2. The player **MAY** consult or be informed about their progress in the championship through the Player Viewer (by checking the screens) or via push notifications on their mobile device.
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5. Other Provisions

1. Bullshooter championship categories are divided into **DOUBLES** and **SINGLES**, determined by the highest average (M.P.R) of the player or of the pair.
 2. Any claim by a player must be made through the operator and addressed to the championship organization.
 3. If the organization has evidence that a player or their operator has falsified their average, it may take appropriate disciplinary measures, including expelling the player from the championship.
 4. The organization reserves the right to apply the M.P.R it deems appropriate to an expelled player and assign them to the category it considers suitable for the remaining modalities of the championship, or otherwise remove the player from the championship.
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6. Registrations

1. **Teams:** The local operator will pre-register and pay the teams' entry fees. For other modalities, players must register individually.
2. **Official Modalities:** Registration for official modalities of the Bullshooter championship will cost €30 per player per modality, paid by the player.
3. **Singles and Doubles:** Players must register in the designated area by swiping their license through the reader. The program will display relevant information such as name, ranking, category, and available events for registration.

4. It is the player's responsibility to ensure they are registered in the correct group. Registration errors will not justify playing in the wrong group and may result in sanctions.
 5. Registrations will close 20 minutes before the start of the competition, so players are advised to register well in advance.
 6. Players may register for modalities in groups higher than their own, provided they do not register in two groups simultaneously.
 7. Registration will not be allowed in two modalities that overlap in their schedule. In case of schedule conflicts, the player will be eliminated from one or both competitions, unless one is delayed for justified reasons.
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7. Validation of Bracket Results

1. Only the winner of each matchup must submit the match sheet signed by both players or teams.
 2. The program will automatically update results in the bracket and assign the next matches.
 3. If the loser submits the match sheet, they will be expelled and disciplinary measures will be taken.
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8. Brackets

1. Brackets will be automated and visible on TV monitors installed in the playing area throughout the Bullshooter championship.
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9. General Competition

1. The schedules of some modalities may change at the last minute. Players must consult the bracket to know their match times and assigned machines.
2. Three announcements will be made before considering a player a "no-show." The first announcement will be made when the machine is assigned, the second announcement 5 minutes after the machine has been assigned, and the third and final announcement 10 minutes after the machine has been assigned. In total, 15 minutes will be allowed before eliminating the player.
3. Repeated announcements for the same player across different modalities will result in expulsion from the championship. Microphone use must be limited to avoid distractions.

10. The Game

1. Players must ensure that their opponent is the one indicated in the bracket. If they play a match not listed in the bracket, it will not be valid.
2. A match will be considered valid once it is on the second turn, ensuring it corresponds to the correct modality.
3. If a player or players withdraw before or after the start of an event, they will not be entitled to claim a refund of the registration fee.
4. Players must use soft-tip darts. Flights must have a maximum of 4 wings and the assembled dart may not exceed 20.32 cm in length. It is forbidden to play with magnetic darts or darts exceeding 20 grams in weight.

11. Rules

1. In the event of conflict or doubt during a match, play will be paused and one of the Championship referees will be notified.
2. To decide who starts the match, players will flip a coin to choose heads or tails. The winner decides whether to throw first or second at the center of the board to determine who is closest. The player closest to the center will start the match. In case of a tie, a second dart will be thrown, with the player who threw second in the first round now throwing first.
3. Each player has a maximum of 3 darts per turn and 30 seconds to throw them.
4. Players may step on the throwing line but may not cross it before throwing. Repeated infringements will receive warnings.
5. Players who are not throwing in the current turn must keep a prudent distance of 2 meters. Any unsportsmanlike action will be sanctioned by the organization.
6. If a dart falls before traveling one meter from the throwing line, a new throw will be allowed.
7. If a mistake is made when selecting the machine, a referee must be called. The player who made the mistake will not be allowed to re-throw the darts.
8. If a player takes too long to retrieve the darts and scores on the opponent's scoreboard, the match will be reverted and resumed. If the wrongly scored dart ends the match, the player who made the mistake will lose the match.
9. **Back Dart rule:**

The back dart function is active to ensure fairness in scoring. Under this rule, if a dart lands in the board but is scored incorrectly or not scored at all, players have the option to adjust the score manually. It is crucial not to remove the darts before correcting and officially recording the throw.

How to apply the rule:

- **Situation 1:** When all three darts have been thrown and one does not register a score, simply push the unregistered dart by hand to activate its score. This method is only applicable if the dart in question is the last of the three darts. For the first or second dart, use the back dart function to enter the score manually.
- **Situation 2:** If a dart lands in a high-value segment (for example, “20”) but registers a lower value (for example, “1”), the back dart function is available to correct this discrepancy to the exact score.

Important note: Darts that do not stick to the board are not eligible for manual score adjustments.

Using the back dart function: Before using the back-up function to correct a scoring error, make sure to inform the opposing team of the error. Without removing your darts, press the up arrow to start the function. The board will ask if you want to cancel the score of the last dart. Confirm with “Yes,” then proceed to manually adjust the score for the dart while it remains in the board. For corrections involving the first or second dart, return to the specific throw, adjust the score accordingly, and then manually score any remaining darts to conclude your turn.

10. Referees will make decisions in situations not covered by the established rules.
11. If the 15-round limit is reached, the winner will be the one indicated by the machine.
12. During play, a player may only receive instructions from their teammates or playing partner, with sanctions in case of non-compliance.
13. No claims will be accepted once the match has ended, except those related to the end of the match.
14. If a claim reveals an anomaly in a team or player, the last match played before the claim will be considered lost, leaving previous matches unchanged.

12. Teams

1. **Presentation of Licenses:**
 - Captains must present their players’ licenses and identifications for verification by the opposing team’s captain before the start of matchups.
2. **Home and Away Determination:**

- o Home and away status will be decided by a coin toss. In the deciding match, an approach dart will be thrown and the team closest will choose the scoreboard layout. In this last match, two players will play per scoreboard and the captain may place them as they see fit.
- 3. Team Changes:**
- o Changes are only allowed after a matchup has ended. Players who start a game must finish it.
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13. National Teams

1. Competition Format:

- o Round Robin groups of 3, 4, 5, or 6 teams will be formed. Each team will play a set number of matches and the top teams from each group will advance to the second phase, which will be single elimination.
 - o The game system will be 501 DI/DO, bull 50/50, with 4 scoreboards and the lock system. Player changes may be made between matches, but not from game to game. Player positions within the same match may be varied.
 - o Teams must include at least one female player in each match, who will always start the first game for her team.
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14. Travel and Prizes

1. Travel:

- o Travel prizes earned by players are not cumulative. If a player wins more than one trip to the same destination, only one may be used.
 - o If a player cannot use the trip for any reason, they must inform the organization in advance. The value of the trip cannot be exchanged for cash and is not transferable.
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15. Conduct

1. Conduct in the Playing Area:

- o Players must maintain composure in the playing area. Abuse of Bullshooter Europe machines, disrespect toward other players or members of the organization, and any unsportsmanlike behavior will result in expulsion from the playing venue.
 - o Consumption of substances prohibited by law is forbidden within the championship venue. No one will be allowed to enter the venue with food or beverages purchased outside the venue.
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16. Online Broadcasts

1. **Broadcast Rules:**

- o Online broadcasts of the event will only be carried out through Bullshooter's official channels, such as Facebook Live and YouTube.
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17. Team Advertising

- No player may wear advertising from any dart machine manufacturer other than Arachnid / Bullshooter on their team.
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18. Image Rights

- Players who participate on the event stage grant their image rights to Bullshooter Europe. Likewise, any person present in the playing facilities grants their image rights to Bullshooter Europe.
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19. General Provisions

1. These regulations are mandatory for all event participants.
 2. Any violation of these rules may result in the competitor's disqualification and other disciplinary measures as deemed appropriate by the event's organizing committee.
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20. Final Clause

THE ORGANIZATION OF BULLSHOOTER EUROPE RESERVES THE RIGHT TO MODIFY THE RULES IF IT IS FOR THE PROPER DEVELOPMENT OF THE CHAMPIONSHIPS ORGANIZED BY THIS ASSOCIATION

AVERAGES



BullShooter European Championships

SINGLES – CRICKET

- PRO: 3.70+
- MASTER: 3.11 – 3.69
- Amateur A: 2.51 – 3.10
- Amateur B: 2.01-2.50
- Amateur C: 2.00 – 0

Participation in Categories:

- A player is always allowed to participate in a category higher than the one they belong to according to their average, but they are not allowed to compete in a category lower to the one they belong in.

DOUBLES – CRICKET

1. Determination of Doubles Category

- The category of a doubles team is determined using the highest average of the two players on the teamRul.

- The established cutoffs for the singles category apply according to the highest average of the doubles team.

- Example: If one player of the doubles team has an average of 2.85 and the other player has an average of 2.40, the team would be classified in the Amateur A category.

2. Participation in Categories:

- A doubles team is always allowed to compete in a category higher than what would correspond to them based on their combined average.

TEAMS – CRICKET

1. Team Category Determination:

- To determine a team's category, the average of the four players with the highest averages is calculated.

- The established cutoff for the individual category according to the team's average is used to determine which category the team belongs to.

2. Player Restrictions:

- Teams cannot have more than one player who individually plays in the group immediately higher than what would correspond based on the team's average.

- Furthermore, a team is not allowed to have players who individually play in two or three groups higher than what would correspond based on the team's average.

Application Example:

- A team belonging to the AMATEUR B category with two players who individually belong to the AMATEUR A Group must play in the AMATEUR A category.
- Similarly, a team from the AMATEUR B category cannot have players from the MASTER or PRO category.

SINGLES CRICKET



BullSHOOTER EUROPEAN CHAMPIONSHIPS

GENERAL INFORMATION - SINGLES CRICKET PRO

AVERAGE: MPR 3.70+
GAME: CRICKET / 200
BULL: DOUBLE - 25/50
ROUNDS: 15
FORMAT: BEST OF 5 WINNERS & 3 LOSER

Winners:

In games 1 and 5, players throw for the bullseye to determine who goes first
The number of holes is counted to determine who starts.

In games 2, 3, and 4, the player who lost the previous game starts.

For Game 1, a coin is flipped, and the winner gets the first throw at the bullseye. For Game 5, the player who lost Game 4 gets the first opportunity to throw at the bullseye.

Losers:

In games 1 and 3, players throw for the bullseye to determine who goes first
The number of holes is counted to determine who starts.

In game 2, the player who lost the first game starts.

For Game 1, a coin is flipped, and the winner gets the first throw at the bullseye. For Game 3, the player who lost Game 2 gets the first opportunity to throw at the bullseye.

Important Note:

IN CASE ALL ROUNDS ARE COMPLETED, THE PLAYER WITH THE HIGHEST SCORE WILL BE DECLARED THE WINNER.

- IT IS NECESSARY TO FILL OUT A FORM FOR EACH MATCH.
- BOTH PLAYERS MUST SIGN THE FORM.
- THE WINNER MUST SUBMIT THE SIGNED FORM - FOR THE MATCH TO BE CONSIDERED VALID.

SINGLES CRICKET



BullShooter European Championships

GENERAL INFORMATION - SINGLES CRICKET MASTER

AVERAGE: MPR 3.11 - 3.69
GAME: CRICKET / 200
BULL: DOUBLE - 25/50
ROUNDS: 15
FORMAT: BEST OF 3 WINNERS & 3 LOSER

Winners & Losers:

In games 1 and 3, players throw for the bullseye to determine who goes first
The number of holes is counted to determine who starts.

In game 2, the player who lost the first game starts.

For Game 1, a coin is flipped, and the winner gets the first throw at the bullseye. For Game 3, the player who lost Game 2 gets the first opportunity to throw at the bullseye.

Important Note:

IN CASE ALL ROUNDS ARE COMPLETED, THE PLAYER WITH THE HIGHEST SCORE WILL BE DECLARED THE WINNER.

- IT IS NECESSARY TO FILL OUT A FORM FOR EACH MATCH.
- RECORD THE AVERAGES OF EACH PLAYER IN EACH GAME.
- BOTH PLAYERS MUST SIGN THE FORM.
- THE WINNER MUST SUBMIT THE SIGNED FORM - FOR THE MATCH TO BE CONSIDERED VALID.

SINGLES CRICKET



BullShooter European Championships

GENERAL INFORMATION - SINGLES CRICKET AMAT. A

AVERAGE: MPR 2.51 - 3.10
GAME: CRICKET / 200
BULL: DOUBLE - 25/50
ROUNDS: 15
FORMAT: BEST OF 3 WINNERS & 3 LOSER

Winners & Losers:

In games 1 and 3, players throw for the bullseye to determine who goes first
The number of holes is counted to determine who starts.

In game 2, the player who lost the first game starts.

For Game 1, a coin is flipped, and the winner gets the first throw at the bullseye. For
Game 3, the player who lost Game 2 gets the first opportunity to throw at the
bullseye.

Important Note:

IN CASE ALL ROUNDS ARE COMPLETED, THE PLAYER WITH THE HIGHEST
SCORE WILL BE DECLARED THE WINNER.

- IT IS NECESSARY TO FILL OUT A FORM FOR EACH MATCH.
- RECORD THE AVERAGES OF EACH PLAYER IN EACH GAME.
- BOTH PLAYERS MUST SIGN THE FORM.
- THE WINNER MUST SUBMIT THE SIGNED FORM - FOR THE MATCH TO BE
CONSIDERED VALID.

SINGLES CRICKET



BullShooter European Championships

GENERAL INFORMATION - SINGLES CRICKET AMAT. B

AVERAGE: MPR 2.01 - 2.50
GAME: CRICKET / 200
BULL: DOUBLE - 25/50
ROUNDS: 15
FORMAT: BEST OF 3 WINNERS & 3 LOSER

Winners & Losers:

In games 1 and 3, players throw for the bullseye to determine who goes first
The number of holes is counted to determine who starts.

In game 2, the player who lost the first game starts.

For Game 1, a coin is flipped, and the winner gets the first throw at the bullseye. For
Game 3, the player who lost Game 2 gets the first opportunity to throw at the
bullseye.

Important Note:

IN CASE ALL ROUNDS ARE COMPLETED, THE PLAYER WITH THE HIGHEST
SCORE WILL BE DECLARED THE WINNER.

- IT IS NECESSARY TO FILL OUT A FORM FOR EACH MATCH.
- RECORD THE AVERAGES OF EACH PLAYER IN EACH GAME.
- BOTH PLAYERS MUST SIGN THE FORM.
- THE WINNER MUST SUBMIT THE SIGNED FORM - FOR THE MATCH TO BE
CONSIDERED VALID.

SINGLES CRICKET



BullSHOOTER EUROPEAN Championships

GENERAL INFORMATION - SINGLES CRICKET AMAT. C

AVERAGE: MPR 0 - 2.00
GAME: CRICKET / 200
BULL: DOUBLE - 25/50
ROUNDS: 15
FORMAT: BEST OF 3 WINNERS & 3 LOSER

Winners & Losers:

In games 1 and 3, players throw for the bullseye to determine who goes first
The number of holes is counted to determine who starts.

In game 2, the player who lost the first game starts.

For Game 1, a coin is flipped, and the winner gets the first throw at the bullseye. For
Game 3, the player who lost Game 2 gets the first opportunity to throw at the
bullseye.

Important Note:

IN CASE ALL ROUNDS ARE COMPLETED, THE PLAYER WITH THE HIGHEST
SCORE WILL BE DECLARED THE WINNER.

- IT IS NECESSARY TO FILL OUT A FORM FOR EACH MATCH.
- RECORD THE AVERAGES OF EACH PLAYER IN EACH GAME.
- BOTH PLAYERS MUST SIGN THE FORM.
- THE WINNER MUST SUBMIT THE SIGNED FORM - FOR THE MATCH TO BE CONSIDERED VALID.

DOUBLES 501



BullShooter European Championships

GENERAL INFORMATION - PRO

AVERAGE: MPR 3.70+
GAME: 501 DOUBLE / DOUBLE
BULL: 25/50
ROUNDS: 15
FORMAT: BEST OF 5 WINNERS & 3 LOSERS

- 1 Player per scoreboard / 2 scoreboard per team
- FREEZE RULE activated

Winners:

In games 1 and 5, players throw for the bullseye to determine who goes first
The number of holes is counted to determine who starts.

In games 2, 3, and 4, the player who lost the previous game starts.

For Game 1, a coin is flipped, and the winner gets the first throw at the bullseye. For Game 5, the player who lost Game 4 gets the first opportunity to throw at the bullseye.

Losers:

In games 1 and 3, players throw for the bullseye to determine who goes first
The number of holes is counted to determine who starts.

In game 2, the player who lost the first game starts.

For Game 1, a coin is flipped, and the winner gets the first throw at the bullseye. For Game 3, the player who lost Game 2 gets the first opportunity to throw at the bullseye.

Important Note:

IN CASE ALL ROUNDS ARE COMPLETED, THE PLAYER WITH THE LOWEST SCORE WILL BE DECLARED THE WINNER.

- IT IS NECESSARY TO FILL OUT A FORM FOR EACH MATCH.
- RECORD THE AVERAGES OF EACH PLAYER IN EACH GAME.
- BOTH PLAYERS MUST SIGN THE FORM.
- THE WINNER MUST SUBMIT THE SIGNED FORM - FOR THE MATCH TO BE CONSIDERED VALID.

DOUBLES 501



BullShooter European Championships

GENERAL INFORMATION - MASTER

AVERAGE: 3.11 - 3.69
GAME: 501 DOUBLE / DOUBLE
BULL: 50/50
ROUNDS: 15
FORMAT: BEST OF 3 WINNERS & 3 LOSERS

- 1 Player per scoreboard / 2 scoreboards per team
- Freeze Rule activated
- Cannot open on bull
- Closing on bull is allowed

Winners & Losers:

In games 1 and 3, players throw for the bullseye to determine who goes first
The number of holes is counted to determine who starts.

In game 2, the player who lost the first game starts.

For Game 1, a coin is flipped, and the winner gets the first throw at the bullseye. For
Game 3, the player who lost Game 2 gets the first opportunity to throw at the
bullseye.

Important Note:

IN CASE ALL ROUNDS ARE COMPLETED, THE PLAYER WITH THE LOWEST
SCORE WILL BE DECLARED THE WINNER.

- IT IS NECESSARY TO FILL OUT A FORM FOR EACH MATCH.
- RECORD THE AVERAGES OF EACH PLAYER IN EACH GAME.
- BOTH PLAYERS MUST SIGN THE FORM.
- THE WINNER MUST SUBMIT THE SIGNED FORM - FOR THE MATCH TO BE
CONSIDERED VALID.

DOUBLES 501



BullShooter European Championships

GENERAL INFORMATION - AMAT. A

AVERAGE: 2.51 - 3.10
GAME: 501 OPEN / DOUBLE
BULL: 50/50
ROUNDS: 15
FORMAT: BEST OF 3 WINNERS & 3 LOSERS

- 1 Player per scoreboard / 2 scoreboards per team
- Freeze Rule activated
- Closing on bull is allowed

Winners & Losers:

In games 1 and 3, players throw for the bullseye to determine who goes first
The number of holes is counted to determine who starts.

In game 2, the player who lost the first game starts.

For Game 1, a coin is flipped, and the winner gets the first throw at the bullseye. For Game 3, the player who lost Game 2 gets the first opportunity to throw at the bullseye.

Important Note:

IN CASE ALL ROUNDS ARE COMPLETED, THE PLAYER WITH THE LOWEST SCORE WILL BE DECLARED THE WINNER.

- IT IS NECESSARY TO FILL OUT A FORM FOR EACH MATCH.
- RECORD THE AVERAGES OF EACH PLAYER IN EACH GAME.
- BOTH PLAYERS MUST SIGN THE FORM.
- THE WINNER MUST SUBMIT THE SIGNED FORM - FOR THE MATCH TO BE CONSIDERED VALID.

DOUBLES 501



BullShooter European Championships

GENERAL INFORMATION - AMAT. B

AVERAGE: 2.01 - 2.50
GAME: 501 OPEN / DOUBLE
BULL: 50/50
ROUNDS: 15
FORMAT: BEST OF 3 WINNERS & 3 LOSERS

- 1 Player per scoreboard / 2 scoreboards per team
- Freeze Rule activated
- Closing on bull is allowed

Winners & Losers:

In games 1 and 3, players throw for the bullseye to determine who goes first
The number of holes is counted to determine who starts.

In game 2, the player who lost the first game starts.

For Game 1, a coin is flipped, and the winner gets the first throw at the bullseye. For Game 3, the player who lost Game 2 gets the first opportunity to throw at the bullseye.

Important Note:

IN CASE ALL ROUNDS ARE COMPLETED, THE PLAYER WITH THE LOWEST SCORE WILL BE DECLARED THE WINNER.

- IT IS NECESSARY TO FILL OUT A FORM FOR EACH MATCH.
- RECORD THE AVERAGES OF EACH PLAYER IN EACH GAME.
- BOTH PLAYERS MUST SIGN THE FORM.
- THE WINNER MUST SUBMIT THE SIGNED FORM - FOR THE MATCH TO BE CONSIDERED VALID.

DOUBLES 501



BullSHOOTER EUROPEAN CHAMPIONSHIPS

GENERAL INFORMATION - AMAT. C

AVERAGE: 0 - 2.00
GAME: 501 OPEN / OPEN
BULL: 50/50
ROUNDS: 15
FORMAT: BEST OF 3 WINNERS & 3 LOSERS

- 1 Player per scoreboard / 2 scoreboards per team
- Freeze Rule activated
- Closing on bull is allowed

Winners & Losers:

In games 1 and 3, players throw for the bullseye to determine who goes first
The number of holes is counted to determine who starts.

In game 2, the player who lost the first game starts.

For Game 1, a coin is flipped, and the winner gets the first throw at the bullseye. For Game 3, the player who lost Game 2 gets the first opportunity to throw at the bullseye.

Important Note:

IN CASE ALL ROUNDS ARE COMPLETED, THE PLAYER WITH THE LOWEST SCORE WILL BE DECLARED THE WINNER.

- IT IS NECESSARY TO FILL OUT A FORM FOR EACH MATCH.
- RECORD THE AVERAGES OF EACH PLAYER IN EACH GAME.
- BOTH PLAYERS MUST SIGN THE FORM.
- THE WINNER MUST SUBMIT THE SIGNED FORM - FOR THE MATCH TO BE CONSIDERED VALID.

NATIONAL TEAMS



BullSHOOTER EUROPEAN Championships

GENERAL INFORMATION

The national teams competition is an event where the best players from each country form a team to compete against other countries that make up Bullshooter Europe.

The operators and/or Bullshooter representatives for each country are responsible to coordinate and form their national team. They will need to inform Bullshooter Europe, ahead of time, of their intention to register a national team. If that were not to be the case, Bullshooter Europe reserves the right to decline participation.

RULES

GAME: 501 DOUBLE IN / DOUBLE OUT
4 SCORES / 2 PLAYERS PER SCORE
FREEZE RULE IS IN EFFECT
BULL: 50/50
ROUNDS: 15
FORMAT: ROUND ROBIN GROUPS (3 TO 6 TEAMS)
KNOCKOUT PHASE (DIRECT KO)

- NATIONAL TEAMS WILL BE MADE UP OF A MINIMUM OF 4 PLAYERS AND A MAXIMUM OF 6 WITH AT LEAST 1 FEMALE PLAYER
- IN ALL GAMES, GROUP AND KNOCKOUT PHASE, THE FEMALE PLAYER FROM EACH TEAM MUST SHOOT FIRST
 - IF A TEAM HAS A PLAYER OTHER THAN THEIR FEMALE PLAYER START THE GAME, THAT TEAM WILL AUTOMATICALLY LOSE THAT GAME
- WHEN THROWING FOR THE BULL, TO DETERMINE WHAT TEAM SHOTS FIRST, THE FEMALE PLAYER MUST BE THE ONE TO THROW AT BULL
 - IF A TEAM HAS A PLAYER OTHER THAN THEIR FEMALE PLAYER THROW FOR BULL, THAT TEAM WILL AUTOMATICALLY LOSE THAT GAME

NATIONAL TEAMS



BullShooter European Championships

RULES (CONT.)

- IN THE ROUND ROBIN GROUP STAGE, 3 GAMES PER MATCH ARE PLAYED
 - IN GAME 1, YOU THROW FOR BULL TO SEE WHO GOES FIRST
 - IN GAMES 2 AND 3, THE TEAM THAT LOST THE PREVIOUS LEG WILL SHOOT FIRST IN THE FOLLOWING LEG
 - TEAMS GET 1 POINT PER GAME WON
- IN THE KNOCKOUT STAGE IT IS A BEST OF 5 FORMAT
 - IN GAMES 1 AND 5, THROW FOR BULL TO DETERMINE WHO GOES FIRST (HOLES ARE COUNTED TO SEE WHO WAS CLOSER TO CENTER)
 - IN GAMES 2,3, AND 4, THE TEAM THAT LOST THE PREVIOUS LEG WILL SHOOT FIRST IN THE FOLLOWING LEG
 - IN GAME 5, THE LOSER OF GAME 4 THROWS FOR BULL FIRST
- DURING THE ENTIRE COMPETITION ALL NATIONAL TEAMS MUST LINE UP 3 MALE PLAYERS AND 1 FEMALE PLAYER
- NATIONAL TEAMS CAN MAKE SUBSTITUTIONS FROM MATCH TO MATCH, BUT NEVER FROM LEG TO LEG WITHIN A MATCH
- SHOOTING ORDER CAN BE ALTERED FROM LEG TO LEG

HAMMER CRICKET



BullShooter European Championships

GENERAL INFORMATION - (Blind draw doubles)

LEVEL: SINGLE LEVEL
GAME: HAMMER CRICKET
BULL: SINGLE- 50/50
ROUNDS: 8
FORMAT: BEST OF 3 WINNERS / 1 GAME LOSERS
BRAKET: BRAKET MAX. 64 DOUBLES

Winners:

In games 1 and 3, players throw for the bullseye to determine who goes first
The number of holes is counted to determine who starts.

In game 2, the player who lost the first game starts.

For Game 1, a coin is flipped, and the winner gets the first throw at the bullseye. For
Game 3, the player who lost Game 2 gets the first opportunity to throw at the
bullseye.

Losers:

Players throw for the bullseye to determine who goes first
The number of holes is counted to determine who starts.

A coin is flipped, and the winner gets the first throw at the bullseye.

TEAM CRICKET



BullSHOOTER EUROPEAN CHAMPIONSHIPS

GENERAL INFORMATION - PRO

AVERAGE: MPR 3.70+
GAME: TEAM CRICKET / 400
BULL: DOUBLE - 25/50
ROUNDS: 15
FORMAT: BEST OF 5 WINNERS | 3 GAMES LOSERS

Winners:

- The game will be played using a scorecard that consists of a 5 game format.
- Teams will be responsible for picking up the scorecard at the table.
- Team captains will be responsible for completing the scorecard with their team's lineup.
- Before completing the game scorecard, teams will decide who will be the home team, which will start first in game 1, through a coin toss to determine who throws first.
- The number of holes will be counted to determine who goes first.
- In game 5, the bull will be hit to determine who goes first, and again the number of holes will be counted.
- In games 2, 3, and 4, the game scorecard will indicate which team and player goes first.
- In game 5, the loser of game 4 hits first.
- In games 1-4, 2 players per team will play, with 1 player per score.
- The game scorecard will indicate which players participate in each match and the order in which they throw.
- In game 5, all 4 players from each team will participate, with 2 players per score.
- Each team will decide the order in which their players throw.

Losers:

The game is played exactly the same as for winners, except now it is played as best of 3.

Use a scorecard for 3 game format instead of 5 for losers.

TEAM CRICKET



BullShooter European Championships

GENERAL INFORMATION - MASTER

AVERAGE: MPR 3.11 - 3.69
GAME: TEAM CRICKET / 400
BULL: DOUBLE - 25/50
ROUNDS: 15
FORMAT: BEST OF 5 WINNERS | 3 GAMES LOSERS

Winners:

- The game will be played using a scorecard for 5 matches.
- Teams will be responsible for picking up the scorecard at the table.
- Team captains will be responsible for completing the scorecard with their team's lineup.
- Before completing the game scorecard, teams will decide who will be the home team, which will start first in game 1, through a coin toss to determine who throws first.
- The number of holes will be counted to determine who goes first.
- In game 5, the bull will be hit to determine who goes first, and again the number of holes will be counted.
- In games 2, 3, and 4, the game scorecard will indicate which team and player goes first.
- In game 5, the loser of game 4 hits first.
- In games 1-4, 2 players per team will play, with 1 player per score.
- The game scorecard will indicate which players participate in each match and the order in which they throw.
- In game 5, all 4 players from each team will participate, with 2 players per score.
- Each team will decide the order in which their players throw.

Losers:

The game is played exactly the same as for winners, except now it is played as best of 3.

Use a scorecard for 3 matches instead of 5 for losers.

TEAM CRICKET



BullShooter European Championships

GENERAL INFORMATION - AMAT. A

AVERAGE: MPR 2.51 - 3.10
GAME: TEAM CRICKET / 400
BULL: DOUBLE - 25/50
ROUNDS: 15
FORMAT: BEST OF 5 WINNERS | 3 GAMES LOSERS

Winners:

- The game will be played using a scorecard for 5 matches.
- Teams will be responsible for picking up the scorecard at the table.
- Team captains will be responsible for completing the scorecard with their team's lineup.
- Before completing the game scorecard, teams will decide who will be the home team, which will start first in game 1, through a coin toss to determine who throws first.
- The number of holes will be counted to determine who goes first.
- In game 5, the bull will be hit to determine who goes first, and again the number of holes will be counted.
- In games 2, 3, and 4, the game scorecard will indicate which team and player goes first.
- In game 5, the loser of game 4 hits first.
- In games 1-4, 2 players per team will play, with 1 player per score.
- The game scorecard will indicate which players participate in each match and the order in which they throw.
- In game 5, all 4 players from each team will participate, with 2 players per score.
- Each team will decide the order in which their players throw.

Losers:

The game is played exactly the same as for winners, except now it is played as best of 3.

Use a scorecard for 3 matches instead of 5 for losers.

TEAM CRICKET



BullShooter European Championships

GENERAL INFORMATION - AMAT. B

AVERAGE: MPR 0 - 2.50
GAME: TEAM CRICKET / 400
BULL: DOUBLE - 25/50
ROUNDS: 15
FORMAT: BEST OF 5 WINNERS | 3 GAMES LOSERS

Winners:

- The game will be played using a scorecard for 5 matches.
- Teams will be responsible for picking up the scorecard at the table.
- Team captains will be responsible for completing the scorecard with their team's lineup.
- Before completing the game scorecard, teams will decide who will be the home team, which will start first in game 1, through a coin toss to determine who throws first.
- The number of holes will be counted to determine who goes first.
- In game 5, the bull will be hit to determine who goes first, and again the number of holes will be counted.
- In games 2, 3, and 4, the game scorecard will indicate which team and player goes first.
- In game 5, the loser of game 4 hits first.
- In games 1-4, 2 players per team will play, with 1 player per score.
- The game scorecard will indicate which players participate in each match and the order in which they throw.
- In game 5, all 4 players from each team will participate, with 2 players per score.
- Each team will decide the order in which their players throw.

Losers:

The game is played exactly the same as for winners, except now it is played as best of 3.

Use a scorecard for 3 matches instead of 5 for losers.

MIXED CRICKET DOUBLES



BullShooter European Championships

GENERAL INFORMATION - MIXED DOUBLES CRICKET

GAME:	CRICKET / 200
BULL:	DOUBLE - 25/50
ROUNDS:	15
FORMAT:	BEST OF 3 WINNERS / 1 GAME LOSERS
BRACKET:	MAX. 64 DOUBLES
LVL 1:	3.50+
LVL 2:	0 - 3.49

- 1 GUY & 1 GIRL PER TEAM / 2 PLAYERS PER SCORE
- IN ALL GAMES, THE FEMALE PLAYER FROM EACH TEAM SHOOTS FIRST
 - IF A TEAM HAS A PLAYER OTHER THAN THEIR FEMALE PLAYER START THE GAME, THAT TEAM WILL AUTOMATICALLY LOSE THAT GAME
- WHEN THROWING FOR THE BULL, TO DETERMINE WHAT TEAM SHOOTS FIRST, THE FEMALE PLAYER MUST BE THE ONE TO THROW AT BULL
 - IF A TEAM HAS A PLAYER OTHER THAN THEIR FEMALE PLAYER THROW FOR BULL, THAT TEAM WILL AUTOMATICALLY LOSE THAT GAME

NOTE:

- IF THE ROUND LIMIT IS REACHED, THE WINNER WILL BE THE TEAM WHO HAS SCORED THE MOST POINTS
 - THE MACHINE WILL HIGHLIGHT WHICH PLAYER IS THE WINNER

WINNERS

- IN GAMES 1 AND 3, YOU THROW FOR BULL TO SEE WHO GOES FIRST
 - HOLES ARE COUNTED TO SEE WHO WAS CLOSER TO CENTER
- IN GAME 2, LOSER OF GAME 1 GOES FIRST
- FOR GAME 1, YOU FLIP A COIN AND WINNER THROWS AT BULL FIRST
- FOR GAME 3, THE LOSER OF GAME 2 THROWS AT BULL FIRST

LOSERS:

- YOU THROW FOR BULL TO SEE WHO GOES FIRST
 - HOLES ARE COUNTED TO SEE WHO WAS CLOSER TO CENTER
- FLIP A COIN AND WINNER SHOOTS AT BULL FIRST

SINGLES X01



BullShooter European Championships

GENERAL INFORMATION - PRO

AVERAGE: MPR 3.70+
GAME: 501 DOUBLE / DOUBLE
BULL: 25/50
ROUNDS: 15
FORMAT: BEST OF 5 WINNERS & LOSERS

Winners:

In games 1 and 5, players throw for the bullseye to determine who goes first. The number of holes is counted to determine who starts.

In games 2, 3, and 4, the player who lost the previous game starts.

For Game 1, a coin is flipped, and the winner gets the first throw at the bullseye. For Game 5, the player who lost Game 4 gets the first opportunity to throw at the bullseye.

Losers:

In games 1 and 3, players throw for the bullseye to determine who goes first. The number of holes is counted to determine who starts.

In game 2, the player who lost the first game starts.

For Game 1, a coin is flipped, and the winner gets the first throw at the bullseye. For Game 3, the player who lost Game 2 gets the first opportunity to throw at the bullseye.

Important Note:

IN CASE ALL ROUNDS ARE COMPLETED, THE PLAYER WITH THE LOWEST SCORE WILL BE DECLARED THE WINNER.

- IT IS NECESSARY TO FILL OUT A FORM FOR EACH MATCH.
- RECORD THE AVERAGES OF EACH PLAYER IN EACH GAME.
- BOTH PLAYERS MUST SIGN THE FORM.
- THE WINNER MUST SUBMIT THE SIGNED FORM - FOR THE MATCH TO BE CONSIDERED VALID.

SINGLES X01



BullShooter European Championships

GENERAL INFORMATION - MASTER

AVERAGE: MPR 3.11 - 3.69
GAME: 501 DOUBLE / DOUBLE
BULL: 50/50
ROUNDS: 15
FORMAT: BEST OF 3 WINNERS & LOSERS

- **Cannot open on bull**
- **Closing on bull is allowed**

Winners & Losers:

In games 1 and 3, players throw for the bullseye to determine who goes first
The number of holes is counted to determine who starts.

In game 2, the player who lost the first game starts.

For Game 1, a coin is flipped, and the winner gets the first throw at the bullseye. For Game 3, the player who lost Game 2 gets the first opportunity to throw at the bullseye.

Important Note:

IN CASE ALL ROUNDS ARE COMPLETED, THE PLAYER WITH THE LOWEST SCORE WILL BE DECLARED THE WINNER.

- IT IS NECESSARY TO FILL OUT A FORM FOR EACH MATCH.
- RECORD THE AVERAGES OF EACH PLAYER IN EACH GAME.
- BOTH PLAYERS MUST SIGN THE FORM.
- THE WINNER MUST SUBMIT THE SIGNED FORM - FOR THE MATCH TO BE CONSIDERED VALID.

SINGLES X01



BullShooter European Championships

GENERAL INFORMATION - AMAT. A

AVERAGE: MPR 2.51 - 3.10
GAME: 501 OPEN / DOUBLE
BULL: 50/50
ROUNDS: 15
FORMAT: BEST OF 3 WINNERS & LOSERS

- **Closing on bull is allowed**

Winners & Losers:

In games 1 and 3, players throw for the bullseye to determine who goes first
The number of holes is counted to determine who starts.

In game 2, the player who lost the first game starts.

For Game 1, a coin is flipped, and the winner gets the first throw at the bullseye. For Game 3, the player who lost Game 2 gets the first opportunity to throw at the bullseye.

Important Note:

IN CASE ALL ROUNDS ARE COMPLETED, THE PLAYER WITH THE LOWEST SCORE WILL BE DECLARED THE WINNER.

- IT IS NECESSARY TO FILL OUT A FORM FOR EACH MATCH.
- RECORD THE AVERAGES OF EACH PLAYER IN EACH GAME.
- BOTH PLAYERS MUST SIGN THE FORM.
- THE WINNER MUST SUBMIT THE SIGNED FORM - FOR THE MATCH TO BE CONSIDERED VALID.

SINGLES X01



BullShooter European Championships

GENERAL INFORMATION - AMAT. B

AVERAGE: MPR 2.01 - 2.50
GAME: 501 OPEN / DOUBLE
BULL: 50/50
ROUNDS: 15
FORMAT: BEST OF 3 WINNERS & LOSERS

- **Closing on bull is allowed**

Winners & Losers:

In games 1 and 3, players throw for the bullseye to determine who goes first
The number of holes is counted to determine who starts.

In game 2, the player who lost the first game starts.

For Game 1, a coin is flipped, and the winner gets the first throw at the bullseye. For
Game 3, the player who lost Game 2 gets the first opportunity to throw at the
bullseye.

Important Note:

IN CASE ALL ROUNDS ARE COMPLETED, THE PLAYER WITH THE LOWEST
SCORE WILL BE DECLARED THE WINNER.

- IT IS NECESSARY TO FILL OUT A FORM FOR EACH MATCH.
- RECORD THE AVERAGES OF EACH PLAYER IN EACH GAME.
- BOTH PLAYERS MUST SIGN THE FORM.
- THE WINNER MUST SUBMIT THE SIGNED FORM - FOR THE MATCH TO BE
CONSIDERED VALID. D FORM IN QUADRANTS FOR THE MATCH TO BE
CONSIDERED VALID.

SINGLES X01



BullShooter European Championships

GENERAL INFORMATION - AMAT. C

AVERAGE: MPR 0 - 2.00
GAME: 501 OPEN / OPEN
BULL: 50/50
ROUNDS: 15
FORMAT: BEST OF 3 WINNERS & LOSERS

- **Closing on bull is allowed**

Winners & Losers:

In games 1 and 3, players throw for the bullseye to determine who goes first
The number of holes is counted to determine who starts.

In game 2, the player who lost the first game starts.

For Game 1, a coin is flipped, and the winner gets the first throw at the bullseye. For Game 3, the player who lost Game 2 gets the first opportunity to throw at the bullseye.

Important Note:

IN CASE ALL ROUNDS ARE COMPLETED, THE PLAYER WITH THE LOWEST SCORE WILL BE DECLARED THE WINNER.

- IT IS NECESSARY TO FILL OUT A FORM FOR EACH MATCH.
- RECORD THE AVERAGES OF EACH PLAYER IN EACH GAME.
- BOTH PLAYERS MUST SIGN THE FORM.
- THE WINNER MUST SUBMIT THE SIGNED FORM - FOR THE MATCH TO BE CONSIDERED VALID.

MIXED TRIPLES 701



BullSHOOTER EUROPEAN Championships

GENERAL INFORMATION

GAME: 701 DOUBLE IN / DOUBLE OUT
BULL: SINGLE - 50/50
ROUNDS: 15
FORMAT: BEST OF 3 WINNERS / 1 GAME LOSERS

3 players per scoreboard / 1 scoreboard per team

COMPETITION FORMAT

- The competition will be divided into 2 separate brackets.
 - All registered triples teams will be assigned by the organization to one of the two brackets once registration has closed.
 - The competitive level of each bracket will be determined according to the total number of participants and the level of the triples teams entered in each one.
 - The organization will carry out this distribution with the aim of maintaining a balanced structure consistent with the overall level of the event.
 - The final composition and allocation of the brackets will be determined exclusively by the organization and communicated before the start of the event.
- CAN'T OPEN ON BULL BUT YOU ARE ALLOWED TO CLOSE ON BULL
 - IN ALL GAMES, THE FEMALE PLAYER FROM EACH TEAM SHOTS FIRST
 - IF A TEAM HAS A PLAYER OTHER THAN THEIR FEMALE PLAYER START THE GAME, THAT TEAM WILL AUTOMATICALLY LOSE THAT GAME
 - WHEN THROWING FOR THE BULL, TO DETERMINE WHAT TEAM SHOTS FIRST, THE FEMALE PLAYER MUST BE THE ONE TO THROW AT BULL
 - IF A TEAM HAS A PLAYER OTHER THAN THEIR FEMALE PLAYER THROW FOR BULL, THAT TEAM WILL AUTOMATICALLY LOSE THAT GAME

WINNERS

- IN GAMES 1 AND 3, YOU THROW FOR BULL TO SEE WHO GOES FIRST
 - HOLES ARE COUNTED TO SEE WHO WAS CLOSER TO CENTER
- IN GAME 2, LOSER OF GAME 1 GOES FIRST
- FOR GAME 1, YOU FLIP A COIN AND WINNER THROWS AT BULL FIRST
- FOR GAME 3, THE LOSER OF GAME 2 THROWS AT BULL FIRST

LOSERS:

- YOU THROW FOR BULL TO SEE WHO GOES FIRST
 - HOLES ARE COUNTED TO SEE WHO WAS CLOSER TO CENTER
- FLIP A COIN AND WINNER SHOTS AT BULL FIRST

GAME RULES



BullShooter European Championships

CRICKET / 200

In the game of Cricket / 200, you win by having the most points and closing out all the numbers from 15-20 and the Bull. Each number is closed by marking each one 3 times. You can score on a number if you have closed it and your opponent hasn't.

In Cricket / 200, you cannot have more than 200 points over your opponent. Once you have reached 200 points over your opponent's score, the machine will not continue to give you points.

For Example:

Player 1 has 100 points and Player 2 has 290. In this case, if Player 2 scores again, he will only receive 10 points, since that's when he has reached the spread limit of 200 over his opponents score of 100.

RULES

- CRICKET / 200 GAMES ALWAYS HAVE A ROUND LIMIT OF 15
- DURING CRICKET / 200 GAMES, THE BULL WILL ALWAYS BE SPLIT (25/50)
- IF ANY CRICKET / 200 GAME REACHES THE ROUND LIMIT, THE WINNER WILL BE THE PLAYER WHICH HAS THE HIGHER SCORE

GAME RULES



BullShooter European Championships

TEAM CRICKET / 400

In the game of Team Cricket / 400, you win by having the most points and both players having closed out all the numbers from 15-20 and the Bull. Each number is closed by marking each one 3 times. You can score on a number if you and your partner have closed it and both your opponents haven't.

In Team Cricket / 400, you cannot have more than 400 points over your opponent. Once you have reached 400 points over your opponents score, the machine will not continue to give you points.

For Example:

Team 1 has 200 points and Team 2 has 590. In this case, if Team 2 scores again, they will only receive 10 points, since that's when they have reached the spread limit of 400 over their opponents score of 200.

RULES

- TEAM CRICKET / 400 GAMES ALWAYS HAVE A ROUND LIMIT OF 15
- DURING TEAM CRICKET / 400 GAMES, THE BULL WILL ALWAYS BE SPLIT (25/50)
- IF ANY TEAM CRICKET / 400 GAME REACHES THE ROUND LIMIT, THE WINNER WILL BE THE TEAM WHICH HAS THE HIGHEST SCORE

GAME RULES



BullShooter European Championships

X01 OPEN IN / OPEN OUT

In a X01 Open In / Open Out game, players start out with a set score, depending on the event (301, 501, etc.). Players will score in an attempt to lower their score all the way to 0. The player that first reaches exactly 0, without busting, will be the winner. Players must reach an exact score to get to 0. For instance, if a player has 10 points left, and he scores a 20 with a dart, that round will be considered a BUST, ending his turn and setting his score back to what he had at the start of the round.

In a X01 Open In / Open Out game, players can open and close a game by hitting any of the scoring segments on the target.

The player that first reaches exactly 0, without busting, will be the winner.

RULES

- X01 OPEN IN / OPEN OUT GAMES ALWAYS HAVE A ROUND LIMIT OF 15
- IF ANY X01 OPEN IN / OPEN OUT GAME REACHES THE ROUND LIMIT, THE WINNER WILL BE THE PLAYER THAT HAS THE LOWEST SCORE
- DURING X01 OPEN IN / OPEN OUT GAMES, THE BULL WILL NORMALLY BE SET TO 50/50
 - THERE CAN BE EXCEPTIONS WHERE SPECIAL EVENTS ARE HELD AND WHERE THE BULL IS SET AT 25/50
 - PLAYERS MUST CONFIRM THIS, AND ALL RULES, FOR EACH EVENT THEY ARE PARTICIPATING IN

GAME RULES



BullShooter European Championships

X01 OPEN IN / DOUBLE OUT

In a X01 Open In / Double Out game, players start out with a set score, depending on the event (301, 501, etc.). Players will score in an attempt to lower their score all the way to 0. The player that first reaches exactly 0, without busting, will be the winner. Players must reach an exact score to get to 0. For instance, if a player has 10 points left, and he scores a 20 with a dart, that round will be considered a BUST, ending his turn and setting his score back to what he had at the start of the round.

In a X01 Open In / Double Out game, players can open a game by hitting any of the scoring segments on the target. To be able to close out a game, and win, players must reach 0 by hitting any of the double segments.

For Example:

Player 1 has 20 points left, to be able to close out the game (and win) he must hit the double 10 segment. If the player were to hit a single 20 segment that round will be considered a BUST, ending his turn and setting his score back to what he had at the start of the round.

The first player to hit a double segment to reach 0, without busting, will be the winner.

RULES

- IF NOT OTHERWISE SPECIFIED, X01 OPEN IN / DOUBLE OUT GAMES CAN BE CLOSED OUT USING THE BULL
- X01 OPEN IN / DOUBLE OUT GAMES ALWAYS HAVE A ROUND LIMIT OF 15
- IF ANY X01 OPEN IN / DOUBLE OUT GAME REACHES THE ROUND LIMIT, THE WINNER WILL BE THE PLAYER THAT HAS THE LOWEST SCORE
- DURING X01 OPEN IN / DOUBLE OUT GAMES, THE BULL WILL NORMALLY BE SET TO 50/50
 - THERE CAN BE EXCEPTIONS WHERE SPECIAL EVENTS ARE HELD AND WHERE THE BULL IS SET AT 25/50
 - PLAYERS MUST CONFIRM THIS, AND ALL RULES, FOR EACH EVENT THEY ARE PARTICIPATING IN

GAME RULES



BullShooter European Championships

X01 DOUBLE IN / DOUBLE OUT

In a X01 Double In / Double Out game, players start out with a set score, depending on the event (301, 501, etc.). Players will score in an attempt to lower their score all the way to 0. The player that first reaches exactly 0, without busting, will be the winner. Players must reach an exact score to get to 0. For instance, if a player has 10 points left, and he scores a 20 with a dart, that round will be considered a BUST, ending his turn and setting his score back to what he had at the start of the round.

In a X01 Double In / Double Out game, players can open a game by hitting any of the double segments on the target. To be able to close out a game, and win, players must reach 0 by hitting any of the double segments.

For Example:

To open a game, the player must hit one of the double segments on the target. If the player hits any segment that is not a double, it will register the dart as valid but will not deduct any points.

Player 1 has 20 points left, to be able to close out the game (and win) he must hit the double 10 segment. If the player were to hit a single 20 segment that round will be considered a BUST, ending his turn and setting his score back to what he had at the start of the round.

The first player to hit a double segment to reach 0, without busting, will be the winner.

RULES

- X01 DOUBLE IN / DOUBLE OUT GAMES CANNOT BE OPENED WITH BULL
- IF NOT OTHERWISE SPECIFIED, X01 DOUBLE IN / DOUBLE OUT GAMES CAN BE CLOSED OUT USING THE BULL
- X01 DOUBLE IN / DOUBLE OUT GAMES ALWAYS HAVE A ROUND LIMIT OF 15
- IF ANY X01 DOUBLE IN / DOUBLE OUT GAME REACHES THE ROUND LIMIT, THE WINNER WILL BE THE PLAYER THAT HAS THE LOWEST SCORE
- DURING X01 DOUBLE IN / DOUBLE OUT GAMES, THE BULL WILL NORMALLY BE SET TO 50/50
 - THERE CAN BE EXCEPTIONS WHERE SPECIAL EVENTS ARE HELD AND WHERE THE BULL IS SET AT 25/50
 - PLAYERS MUST CONFIRM THIS, AND ALL RULES, FOR EACH EVENT THEY ARE PARTICIPATING IN