Dart Trippin' Rules

1. Only GNDA members may participate.
2. Entry fee is $1 (in addition to the normal draw entry fee).
3. Points will be accumulated at approved weekly and inter-session blind draws.
4. Participation in the draw does not require participation in Dart Trippin'.
5. One point will be rewarded for each of the following:
   a. Entering the draw
   b. Advancing a round (including byes)
   c. Winning the draw
   d. Hitting a round of nine, T80 or deadeye
   e. Checkout of 100 or more
6. Dart trips will be chosen by the GNDA Board of Directors
7. Dart trips will be decided by the cost of the trip and money available in the Dart Trippin' fund and will be approved by the board 4 weeks before the points cutoff date.
8. Points accumulated after that cutoff date will be applied to the next dart trip.
9. After the cutoff date, the player with the most points will be asked if he/she can take the scheduled trip. If he/she cannot go, the player must notify the Board within 10 days. A member has the option of declining one trip. If a member declines two consecutive trips, his/her points revert to zero.
10. After a trip is taken, the winner's points up to the cutoff date will be set to zero; all other participants' points will remain.

Dart Trippin'

- GNDA Members Only
- $1 Entry Fee (in addition to draw fee)
- Signing up counts for one participation point, which does not need to be marked.
- Winner gets a "Win" point but not an additional "Rounds Advanced" point
- Mark Each Bye as a "Round Advanced"

Name	Rounds Advanced	Win	100+ Out	T80	R9	Deadeye
1						
2						
3						
4						
5						
6						
7						
8						
9						
10						
11						
12						
13						
14						
15						
16						
17						
18						
19						
20						
21						
22						
23						
24						

Name	Rounds Advanced	Win	100+ Out	T80	R9	Deadeye
25						
26						
27						
28						
29						
30						
31						
32						
33						
34						
35						
36						
37						
38						
39						
40						
41						
42						
43						
44						
45						
46						
47						
48						
49						
50						
51						
52						
53						
54						
55						
56						
57						
58						
59						
60						

Name	Rounds Advanced	Win	100+ Out	T80	R9	Deadeye