

Match Setup & Scorekeeping Basics



1

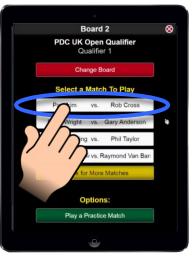
Select Match

3 Confirm Match

Select Starting Player

5 Ready to Mark











Use "Back" to correct previous turn's score

Use Numeric Keypad to Enter Scores

Use + and x keys for secondinated combinations

Scorekeeping Basics:

Enter a score for EVERY
TURN including MISSES
and BUSTS when finishing

1 2 3 85
and BUSTS when finishing

1 5 6 95
T 8 9 Use "Quick Keys"
for speed entry

At end of every leg, select game winning dart for calculating 3 dart average:











