

BORDER BATTLE REMOTE DART TOURNAMENT

Rules & Information

Saturday, September 12 • Play Starts at 11:00 AM

Arrive 30 minutes early to confirm your board is connected and both cameras work. Please make sure your bar is open at the start time listed above.

You must have a Bullshooter LIVE player code OR Hot Button to log into the dartboard.

Boards: Stansfield Vending, AAA & D&R Star Arachnid G3 • Software: Tournament King (TK)

ADMIN ASSISTANCE LINE (TEXT ONLY): 608-785-4935

Text only — do not call. Include your name, team name & division in every text.

GETTING CONNECTED

- The tournament is played on Arachnid G3 dartboards and runs through the Arachnid Tournament King (TK) software.
- Every player must have a Bullshooter LIVE player code Or Hot Button to log into the board.
- Arrive at your location 30 minutes early so you can confirm your board is connected for remote play and both cameras are working.
- If your board will not connect or a camera is not working, unplug the dartboard for 1 minute and plug it back in. If a hard reset does not fix it, play at your backup location.

TOURNAMENT FORMAT

Winner's Side — Race to 3

501 OI/OO → Cricket → Cricket → 501 OI/OO → Cricket (tiebreaker)

- Diddle: 1 round of Count Up, split bull (bulls are worth 25/50). High score wins and starts Game 1.
- The Top Team listed in the bracket will be listed as the Home Team and will start the Diddle.
- The loser of each game after Game 1 starts the next game.
- You may switch your shooting order before game 1 but after that your lineup must remain the same.
- If a tiebreaker is needed, another diddle decides who starts the final Cricket game.

Loser's Side — Race to 2

501 OI/OO → Cricket → Cricket (tiebreaker)

- Diddle: 1 round of Count Up, split bull (bulls are worth 25/50). High score wins and starts Game 1.
- The Top Team listed in the bracket will be listed as the Home Team and will start the Diddle.
- The loser of each game after Game 1 starts the next game.
- You may switch your shooting order before game 1 but after that your lineup must remain the same.
- If a tiebreaker is needed, another diddle decides who starts the final Cricket game.

Finals Match — the Double-Dip

- The team coming up from the loser's side must "double dip" the winner's side to win the bracket.
- First match is played in winner's side format (Race to 3).
- If it goes to a second match, it is played in loser's side format (Race to 2).

CAPTAINS LIST & COMMUNICATING WITH OPPONENTS

- A captain's list will be emailed to you and is posted on the Border Battle page at Stansfieldvending.com.

Pre-Match Contact (PMC) is required

- Each captain must text the opposing captain before every match. Do not start a match without contacting the other team first.

Examples of good PMC:

"Hey, this is [name], we're ready when you guys are."

"We're in, shoot well."

"Loading in now, shoot well."

Sportsmanship

- Do not argue with or disrespect opponents or admins for any reason.
- Sarcastic, negative, or insulting comments to opponents or admins (including remarks about a team's skill or strategy) are prohibited.
- If there is a dispute, text the assistance line for instructions on how to resolve it.

STARTING MATCHES & FORFEITS

- All matches should start within 10 minutes of the match being posted.
- If a match has aged 10 minutes, you have attempted PMC, and there is no response, text the assistance line immediately so an admin can try to reach the other team.
- The opposing team then has 5 minutes to log in. If the match still has not started, it may be forfeited at the admin's discretion.

SETTING UP THE BOARD

Border Battle uses the Tournament King (TK) brackets under Tournament Mode on the Arachnid Bullshooter G3 boards.

- Be ready at start time.
- Players are responsible for watching the bracket and starting all matches on time.
- Notifications are not guaranteed, and are only sent through the Bullshooter LIVE app.

How to set up a match

1. At the dartboard, select Tournament Mode.
2. Select Tournament King.
3. Sign in with your hot-button or QR code scan (both players).
4. Highlight your match and choose Start.

DIDDLE PROCEDURE

The diddle decides which team shoots first. It is a one-round game of Count Up with a split bull (bulls are worth 25/50) on a 15" board.

- The first player of the home team throws all three darts in round one, followed by the first player of the away team. Highest score wins the diddle.
- If it is tied after round one, each team throws a second round to break the tie. In doubles, the second round is thrown by the second player of each team.
- If it is somehow still tied, Count Up continues until the tie is broken.

MACHINE ERRORS & TECHNICAL ISSUES

Technical issues are part of remote play. Most can be fixed by updating the board before every match: repeatedly tap the triple-20 segment on the main menu until the update starts. An update usually finishes in under 60 seconds and returns to the main menu. If that does not fix it, unplug the board for 1 minute and plug it back in.

Never be rude or aggressive with opponents or admins over machine errors. They are almost always out of everyone's control.

Common errors and how to fix them

Issue	What to do
Can't Connect ("Waiting for Team")	Both teams: cut power at least 15 seconds, power back on, update both boards (tap triple-20), then log back into Tournament Mode and start after the update finishes. Text admins if it isn't resolved before the match ages 10 minutes.
Incompatible Software	One board is on an older version. Both teams: cut power for at least 30 seconds, power back on, update both boards, then log back in and start. Text admins if not resolved before the match ages 10 minutes.
Interrupted Connection	Message reads "Remote match connection disrupted" or "Press the red button to suspend." Caused by loss of internet or power. Both teams: cut power at least 30 seconds, power on, update both boards, log back in. Reset the Wi-Fi router if needed. Text admins if you can't resume; you may be asked to move to another board.
Moving Boards Mid-Match	Suspend the match, then reload it on the new board: cut power for at least 30 seconds, power on, update both boards, then log into Tournament Mode on the new board and start. Always text admins to let them know you are switching boards.

Cameras

- A working camera is required to keep playing. Blurry, dark, or laggy video is still OK. Only a frozen or completely black video counts as non-working.
- Do not start a match if either camera is not working.
- If a camera fails mid-match, pause the game (press and hold the down arrow). Take a picture of the non-working camera, send it to admins, and have the captain who noticed it also notify the opposing team with the photo.
- Both teams then suspend and reboot the board with the non-working camera (cut power 30+ seconds, update, log back in).
- If protocol is followed and the camera still can't be fixed or the match moved to a board with working cameras, it can lead to a forfeit for the team with the camera issue, at admin discretion.
- Do not keep throwing while an opponent's camera is down. There are no do-overs or rematches if a game ends while a camera is down. Pause or suspend until the camera works again.

THE SHOOTER'S ADVANTAGE RULE

This rule lets you correct a beneficial dart that stuck in the board but scored wrong (or didn't score). A dart that flights a beneficial segment on the way in but sticks elsewhere is not unscored against you.

How to apply it

1. Do NOT remove any darts from the board. If the misregistered dart is removed or falls out, the rule can no longer be applied.
2. Pause the game (press and hold the down button). If your turn ends first, wait at the board and pause it the moment it returns to your team. Do not throw or remove darts until the misregistered dart is corrected.
3. Take a clear photo (more than one if needed) of the board face with your darts still in it. Send it to the other team's captain for confirmation.
4. Contact your opponents right away: tell them a dart misregistered, that you need to back up the match, and that you've sent a photo.
5. Only after the opposing team or an admin approves may you back up and re-score the dart(s). If a team refuses to back up after you've sent a photo, text the admin line immediately to have the rule enforced for you.

In most cases the opposing team will have already thrown. They must back up ("unthrow") their 3 darts to return to your turn. After the fix, they can manually re-score those darts or rethrow the round completely.

Keep the game paused the whole time you're contacting opponents or admins — it will not stay paused on its own. If the shot clock runs down because you didn't re-pause, you'll likely lose the ability to apply the rule and may forfeit your next turn(s).

Game-winning darts

- A misregistered dart only matters if it would have won the game. Prolonging or tying a game does not count; only a winning dart is relevant.
- If a game-winning dart misregisters and the other team then "wins" before it's corrected, this is a "false-scored game-win."
- Leave the darts in the board and contact admins. Do not start the next game until you've reached admins and sent a photo of the game-winning dart to them and the opposing team. Admins will direct how to proceed.

QUICK RULES REFERENCE

Don't forget to read the full rules above!

PRE-MATCH CONTACT is required — text your opponents before starting EVERY match.

All matches must start within 10 minutes of call time — report delays to admins immediately by text.

SHOOTER'S ADVANTAGE — you are required to correct misregistered darts (see the full rule above).

CAMERAS ARE REQUIRED — if an opponent's camera fails, suspend the match and tell them. Use "Test Cameras" before restarting a suspended match. To fix a camera, restart your board or move to another board if available.

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